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23

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SNAP!

It's two of a kind with the Cool Croc Twins. Is it double trouble or twice the fun? Chew on p.32!

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- **TURBO THE TORTOISE** Shell shocker!
- **THE OLYMPIADS** Gold gong winner
- **INTERNATIONAL ICE HOCKEY** On thin ice?
- **PD DEMOS**
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2 FULL GAMES!

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DEFENDERS of the
Oh nO!
3
NOBBY the AARDVARK
BUG BOMBER
Thalamus● Beyond Belief● Kingsoft● Grandslam Video● Enigma Varitations

Lordy Me! My Powerpack covertape has gone walkies! See the newsagent and ask for a replacement immediately.

Tape to disk

Want your Powerpack on disk? Turn to p.9

FACE TO FACE!

Take your chance to quiz the 'softies'. The people that matter go before the CF jury. Turn to p.60.

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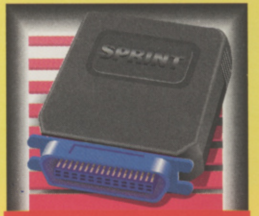

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GAMES

32 COOL CROC TWINS
ARCADE MASTERS
36 TURBO THE TORTOISE
HI-TECH
38 XENOMORPH
DIGITAL LIGHT AND MAGIC
58 INTERNATIONAL ICE HOCKEY
ZEPPELIN
62 MILLENNIUM WARRIORS
FIRST STAR SOFTWARE
64 THE OLYMPIADS
MICROVALUE

CF SPECIAL

39 DATA, SETTE AND MATCH
Your trusty datassette sits by your machine and chugs out the code. But what more can it do? Super-techie Bones has spent months pulling this essential peripheral to pieces. To get the data from the first installment of his tape talk turn to p.39 and press PLAY!

52 PD DEMOS
Want to see your C64 do the impossible? That's what public domain demo programmers have been making the machine do for years. PD demo writer Simon Coilis spills the beans about how, why and who makes these marvels happen. Load up p.54.

60 FACE TO FACE
Want to know the secret? Then ask! *CF* have gathered together a host of big guns from the computer world, and each one has agreed to answer YOUR questions! We've got folk representing every aspect of the computer trade, from Commodore bods to programmers to public relations peeps. The great debate begins on p.60.

REGULARS

6 POWERPACK PAGES
Get the max from your 'packs.
15 EARLY WARNING
Five phenomenal pages of previews.
16 CHARTS
Who's in with a bullet?
19 GAMEBUSTERS
Join the winning team!
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Topnotch techie talk.
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Your letters and wit, TMB's sarcasm.
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Freckle-head talks turkey (!?!).
56 MAIL ORDER
Games and gubbins goin' cheap.
57 SUBSCRIPTIONS
Guarantee your copy of *CF*.
59 COMPO
Win a vanful of vids from the Zeps.
66 NEXT MONTH
On your marks, get set for September.

Only 141 shopping days left untill Christmas! - Tim

POWERT

SNEAK PREVIEWS

How many? The entire software world is gathering itself for an onslaught of exciting, major games releases on the C64 this Autumn. At least, that's if the preview material that's been hitting our mail sack is anything to go by. And so that you know exactly what to expect, we've got a massive six page preview special on the hits of the future!

Big names and big games are fighting for attention. The Scanner's picked up the first blips of major new releases like *Aliens 3* and *Bart versus the World*, while James has been digging for further info on the imminent releases *Elvira II – The Jaws of Cerberus*, *Jimmy's Grand Prix*, *Wacky Wrestling* and *Match of the Day*.

It's not all crystal ball work this month, though! We also bring you a crammed reviews section that covers everything that's hot to trot (and the stuff that's not) on the shelves this month. Powerplay has a reptilian feel with *Cool Croc Twins* and *Turbo the Tortoise* going head to head. Which of the cold-blooded ones wins out? Does the budget platform boy beat the puzzle-based full pricer? Hit the reviews pages for the lowdown on the full classified results.

We've also made room for an intriguing Star Chamber audience with the biggest wheels in the software trade. They'll let on just how the software industry works. All you have to do is ask!

Read on and enjoy yourselves, folks.

32 COOL CROC TWINS

ARCADE MASTERS

Punk and Funk make Isaac Newton look daft in this gravity-defying puzzle spectacular! Help the gruesome twosome win the heart of their lady love by bashing their heads on lights! It's got a silly enough plot to make it a stormer, but should the twins be made into super stars or luxury luggage? The taxidermist is ready and waiting on p.32, but it looks like he won't be needed!

39 DATA, SETTE AND MATCH

Every C64 owner's got one, but how many of us know how to make the most of our datassettes? This essential peripheral has been examined, pulled apart, stuck back together and made to sit up and beg by crack coder Bones. Follow this tape tutorial and you'll never say, "aaargh!" at your datassette again. Fast forward to p.39 for the full story.

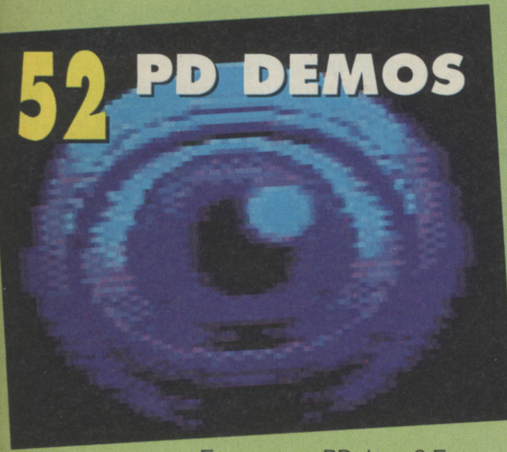
60 FACE TO FACE

If you've got a computer you have to be naturally curious, so you're bound to have a question, right? *Commodore Format* has gathered the biggest guns in the business to answer YOUR questions. Major players from Commodore, Gremlin, US Gold, Ocean, Future (that's our lot), CodeMasters and the coding world have agreed to talk business. So If you've got a burning question that you desperately need the answer to then turn the spotlight on p.60 for some straight talking!

... Time to check what's been...

TESTED !

52 PD DEMOS



Ever seen a PD demo? Ever wondered just why certain committed folk spend long nights coding the things? Then check our special investigation of the demos scene for the inside angle on why some of the world's slickest Commodore coders work for free! It's a strange-but-stunning world of superb sound, gape-worthy graphics and riveting routines. The info's in the public domain on p.52! Eyeball it immediately!

64 THE OLYMPIADS

MICROVALUE

"It's not the winning but the taking part!" PE teachers are fond of saying. Blow that, it's getting a gong that's important when it comes to the Olympics. Now's your chance to go for gold – and there's no Henry Kelly, guaranteed – in this compilation pack of Winter and Summer athletic simulations. Waggle like a nutter to p.64 for the review's photo-finish!

59 SPOT THE BALL

COMPO

Win some staggeringly-smart *Match of the Day* vids courtesy of Zeppelin. They've nabbed this 'ultimate' TV licence and are giving away collectors' copies of the legendary footie show to celebrate. Make your mark on p.59.

25 YEARS OF MATCH OF THE DAY
THE SIXTIES
MATCH OF THE DAY
THE EIGHTIES
Thrilling memories from the sensational soccer series!

36 TURBO THE TORTOISE

HI-TECH

In the red corner, fighting for Hi-TEC is *Turbo the Tortoise*; in the blue corner, fighting for the (pah!) consoles are *Mario* and *Sonic*! Has the budget boy got the poke power to take down these much-touted cartridge stars? The styles are pretty much the same and the gameplay's just as sweet, but has *Turbo* got the legs for the challenge? To find out move slowly but surely to p.36 for the ref's decision.

August 1992

23 POWER PACK

FULL GAME

DEFENDERS OF THE EARTH

Enigma Variations

"Flash, you only have 14 hours to save the Earth!" Well, you've distinctly less time than that to get cracking, along with the rest of the cartoon crew, to beat Ming at his own game. Well, it's your game now, so quit yakking and get hacking, in this tough arcade blast.

DEMO

BIFF

Beyond Belief

Sasquatch-style beast Biff has been thrown out by his Mum (ahhh, how sad!). Help the little white one get back in her good books by collecting wire cutters (!?!). It's a curious collect-'em-up that will have you scouring the backdrops for things to collect and use. Now where did I put that assault rifle, Mum?

DEMO

BUG BOMBER

Kingsoft

The gremlins have garbled the guts of your super-computer, so it's time to even the score. Get down amongst the metal to mess with their happy thoughts by blowing them to bits!

FULL GAME

JOHNNY REB2

Grandslam Video

Make your stand in Dixieland in *Johnny Reb 2*, a tactical simulation of the world's first so-called 'modern' war. Join the Union or the Feds and get stuck into some major battles in the US of A. It's Sumtertime and the living ain't easy, but you must still win – Appomattox'ly! (*Don't worry, this is some ultra-obscure American Civil War-related joke of Trenton's that nobody else in the office understands either – confused Prod Ed.*)

DEMO

NOBBY THE AARDVARK

Thalamus

Time to go up, up and away in your beautiful balloon! Take control of *Nobby the Aardvark* in this balloon-maze challenge. What you've got is actually level two of Thalamus' forthcoming cartoon cutesy. Bung sand bags and guided missiles out of your basket at the bad guys as you search for the hidden bonus. It may not be easy but it sure is fun!

23 tape to disk

Want a spiff' disk version of the *CF23* powerpack? Then bop to p.9 for a full spec' on our smart tape-to-disk transfer offer.

QUICK START

FULL GAMES

DEFENDERS

Joystick in port 2

Your chance to be Flash Gordon and roam a castle, killing thousands of people. When the pics at the bottom of the screen flash, hit the space bar to call up a Defender to help out.

JOHNNY REB 2

Joystick in port 2

Uh, read the instructions (p.9). But if you want to soldier on alone, the aim is to shell, charge and otherwise wipe out the opposition in this tactical Civil War thriller.

DEMOS

BUG BOMBER

Joystick in port 2

Run about the maze laying bombs with a press of the fire button, then watch as they explode and blast the bugs stone dead.

BIFF

Joystick in port 2

Send your white hero out to search the spooky forest for prezzies to please his mum. Stand over an object and press fire to pick it up. Press fire again to drop them.

NOBBY

Joystick in port 2.

Float through the sky in your beautiful balloon. Touch anything and you'll get a puncture, so bung the sandbags out with a press of the fire button to splat the baddies.

NO LOAD ZONE!

CF
SIDE 2
tape
POWERPACK

If your tape isn't loading perhaps it's your tape heads? Try loading some games you know work, then adjusting the fiddly little alignment screw (you know, the one next to the flange widget). Still no luck? Then just pop the dud tape into a jiffy bag, slap in an SAE, seal it up and whack it in the post to:

_CF_23 Tape Replacement
Ablex Audio Video Ltd, Harcourt
Halesfield 14, Telford
Shropshire TF7 4QD

DO NOT send your knack'd tape to *Commodore Format*. We feed any sent here to Peter, the company Anaconda.

ALL these games and demos are loaded using the normal 'Ho

POWER PACK 23

If you think that defending the Earth sounds too much like aardvark, slot in CF23's brilliant Powerpack and you'll soon be as happy as a hen!

FULL GAME

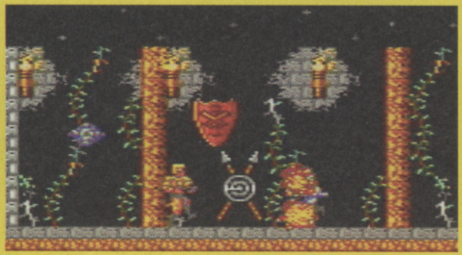
DEFENDERS OF THE EARTH

Enigma Variations

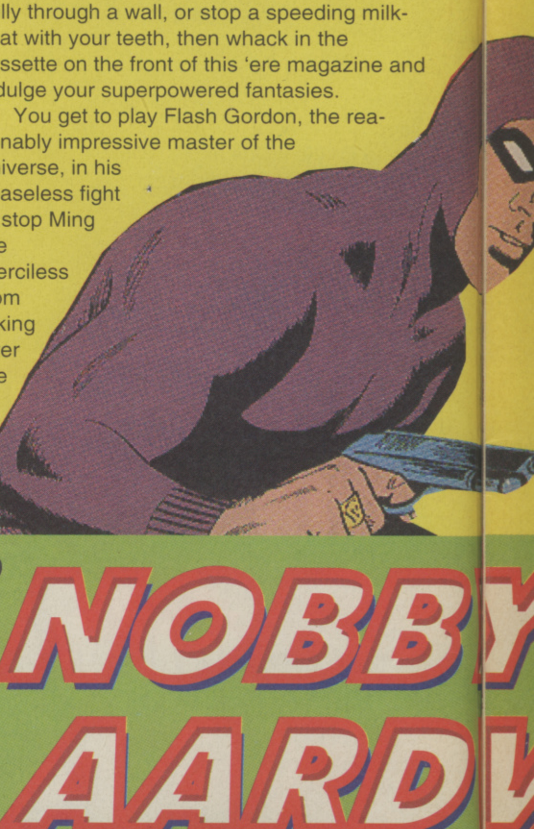
Joystick in port 2

Most people harbour a secret desire to be a cartoon superhero. No, you can laugh but it's true. We all sometimes wish we had the strength of 12 men, the speed of a runaway Lotus and the agility of an incredibly fit cat. So, if you've ever wanted to punch the school bully through a wall, or stop a speeding milk-float with your teeth, then whack in the cassette on the front of this 'ere magazine and indulge your superpowered fantasies.

You get to play Flash Gordon, the reasonably impressive master of the universe, in his ceaseless fight to stop Ming the Merciless from taking over the



There's no time to lose, because if you dawdle the enemy will lock on to your position and fire huge missiles at you.



NOBBY AARDV

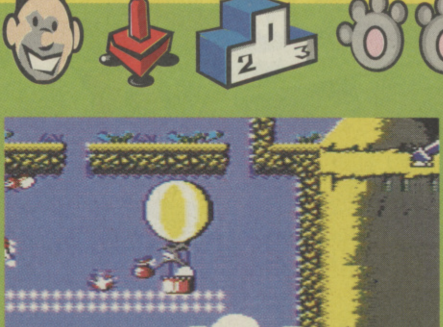
DEMO

Thalamus

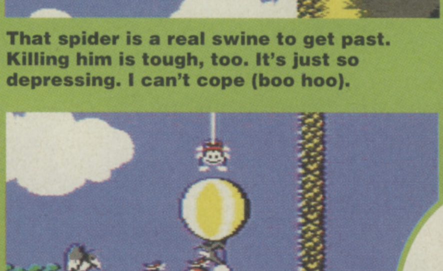
Joystick in port 2

Look, I'm not going to say it again. If you snigger once more at the name Nobby, I'm going to call the police, all right? Good. Well, Nobby is in the basket of a balloon in this fully playable chunk of level two. What he's got to do is find part of a matter transporter hidden somewhere in the area he can explore.

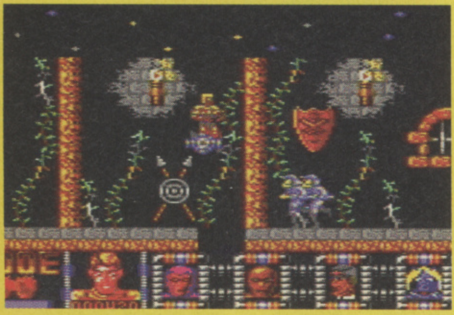
In the full game, this matter transporter is dead useful, as it will allow Nobby to get back to his own time. But here



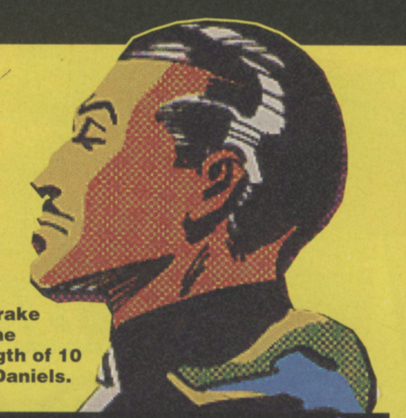
That spider is a real swine to get past. Killing him is tough, too. It's just so depressing. I can't cope (boo hoo).



The spider lunges, the bird swoops and the man at the back says "everyone attack" and it turns into a *Ballroom Blitz*.



Leap the chasm, avoid the baddies and open fire with extreme prejudice. Of course you could always open fire with your gun...



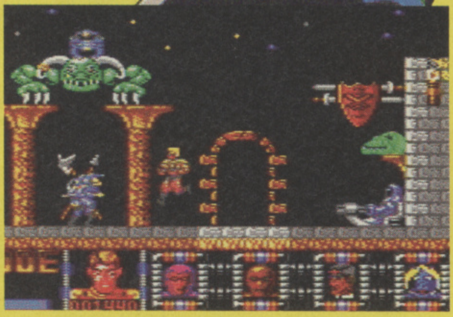
Mandrake has the strength of 10 Paul Daniels.

world. So he goes to the darkly-foreboding fortress where Mr Merciless and his hordes of rather unpleasant chums live.

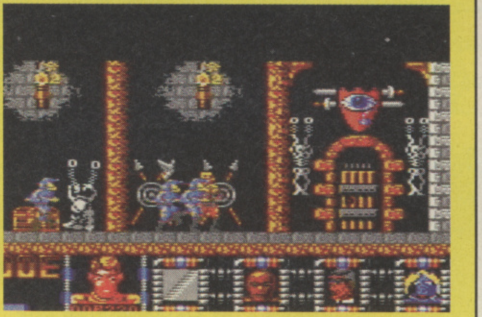
You take control of Flash as he enters the fortress. You have a fairly powerful handgun and a selection of power shields, which will certainly take a bit of a pounding. These shields are shown in the bottom left-hand corner of the display, along with the number of lives Flash has left.

Making things more fun, Ming has installed, at great expense, an intruder detection system. If Flash stays on a single screen for too long, huge rockets come whizzing after him, trying to do immense amounts of damage.

Flash can shoot, jump, duck, run and generally avoid the baddies in his effort to find Ming. He can also find other weapons, energy pods, power packs and doors leading to separate sections. Sometimes it's impossible to get through these alone, so Flash can call on his DOE chums to give him a hand. Simply hit space when one of the portraits at the bottom of the screen flash and the one of the other Defenders will come to lend a hand. Hooray, and three cheers for them.



Watch out for the little blue chap with the seriously dangerous weapon. You can't kill him, so running away is the best idea.



What's Steg the Slug doing in the background? And more importantly, why can't you blow him into pulp?

TEAM TIME

Flash Gordon is the team leader and all-round warm, caring human being. His special powers are a bit vague, but he's strong enough to take a bullet in the head and still see out of one eye.

Mandrake the Magician is described as 'a master of illusion'. Nobody in the *CF* office is quite sure what this means, but it obviously has something to do with dressing up in an old coat, carrying a cane around, growing a spivvy moustache and bunging a top hat on your bonce.

Lothar is billed as the world's strongest man. He's been observed to pull a Volvo truck several yards up a gentle slope in Denmark, and he's capable of holding the same vehicle's battery at arm's length for more than three seconds.

And then there's the Phantom. Reputedly, he has the strength of 10 tigers at his command. Fine, but he might have problems if he's attacked by 11 tigers. What's not clear is whether the Phantom could give Lothar a jolly good kicking.

Oh, and like all heroes, they've got a stupid sidekick. Called Zuffy, it's a weird sort of cat-thing which is a weed and talks in a ridiculous high-pitched voice. It'll be a bit of a coward, too, if it's like any of the other sidekicks you see on telly.

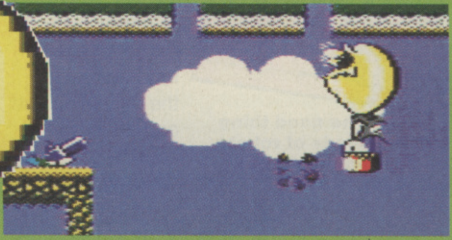
Y THE DVARK

it's just something you can collect to add a bit of fun, and point, to the proceedings.

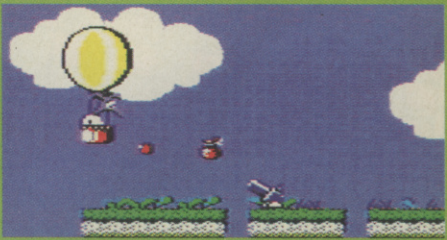
To help you get past the baddies, Nobby has an infinite supply of sandbags. Here you hit a reality problem (*so you think aardvark aviators are the stuff of* Panarama *reports? – Ed*) because if you throw loads of sandbags out of a hot-air balloon it drifts upwards at a fast rate. But not Nobby's balloon, which is completely steerable, and the bags are used purely as ammo.

If you get past the nasties and find yourself at the top right of the playing area, you'll be able to collect a missile icon which gives you 20 projectile. They home automatically on the nearest baddy, and you can clear the whole level with them if you're careful. Pressing space toggles between the sandbag-throwing and the missile-firing, so you don't need to waste them. Other keys you might like to know about are P, which pauses the game (hitting fire unpauses it) and Q which quits the game.

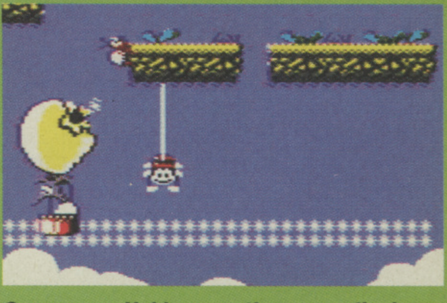
And that's it. Judge for yourself whether you agree with us that Nobby looks just like Cyril from the hit TV cartoon series *The Raccoons.* At least, that's what Cathy reckons, but she's the only one of us ever up early enough on a Saturday to check!



Ouch. The balloon bursts and Nobby is projected off the screen, howling in pain (well, not really – I made this bit up).

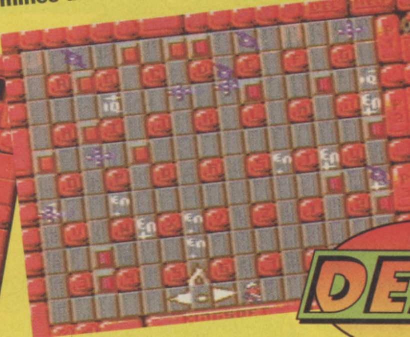


I'll get that dratted cannon if it's the last thing I do. Of course, it probably will be, but you have to try these things.

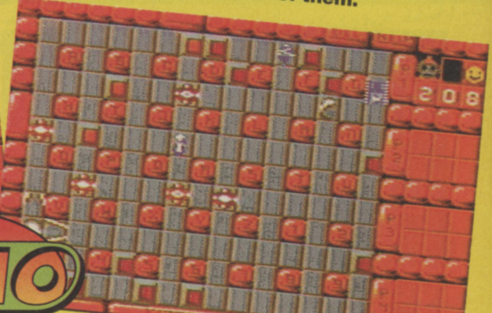


Once more, Nobby sees the game slipping away from him. If only he'd substituted his cousin, Arnie Aardvark, at half-time.

More bonuses and enemy eggs than you could shake a large stick at (probably).



Whew! That explosion nearly took me skin off. You've got to stay away from any bombs and mines unless you've got loads of energy.



The enemy mine-layers have been rather busy, it seems. I'd better tiptoe across the screen, planting bombs to get rid of them.

DEMO

BUG BOMBER

Kingsoft/DMI

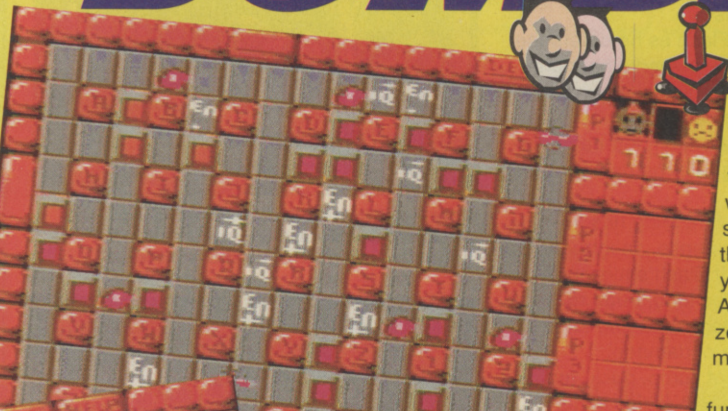
Joystick in port 2

You're inside a computer. You're a little man and you have 100 points. The idea is to blow up all the other moving objects on the same screen as you. Simple? No, I'm afraid. You see, there are loads of things you can do to get rid of your enemies, but conversely there are loads of things they can do to get you too. You can lay mines for them to wander into, build walls, set bombs or build loads of robots to go and hunt them out (and, er, vice versa).

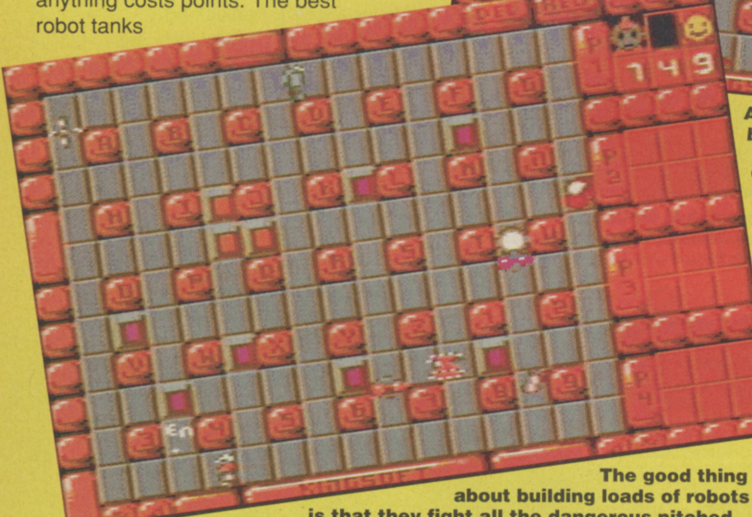
The catch is that building or doing anything costs points. The best robot tanks cost 20 points while simple bombs and walls cost one point. Accidentally blowing yourself up, or walking over an enemy or one of his mines causes drastic points reductions. So the only thing you can do is collect more. Energy points are the flashing EN symbols on the screen. Each is worth 25, and you should avoid destroying them as they're vital to your plans (usually). And, of course, reaching zero energy points means you're dead.

Making things more fun are the IQ points. These also appear around the screen, and when you collect them you'll see the yellow face in the top right start to lose its grim expression and smile instead. If you can get it grinning (you'll need about five IQ points) you've got top intelligence. This means that when you build a robot, it too is more intelligent and will act sensibly. Your firebolts and mines also last for longer.

You move your little guy around using the joystick. Building things or dropping mines is done using combinations of the joystick and the fire button. Check out the accompanying box for the lowdown on what does what.



Argh. Loads of aliens closing in! Time to build a cunning trap to destroy them all...



The good thing about building loads of robots is that they fight all the dangerous pitched battles with the enemy while you slink away to safety.

HOW TO BOMB THE BUGS INTO OBLIVION

- Holding the fire button down alone builds a section of wall.

- Holding the fire button down and pushing up drops a bomb, which will explode in two seconds, blowing up everything within one square of it (useful for getting out of dead-ends and destroying the enemy robot eggs before they hatch).

- Holding fire and pushing to the left drops a mine which blows up when an enemy crosses over it. It self-destructs in about 30 seconds, though.

- Holding fire and pushing right fires a homing thunderbolt which automatically hits anyone in line of sight. It only lasts for a second or two, but its range is useful.

- Holding fire and pulling down once on the joystick builds a rather naff robot. Pulling down twice builds a better one and so on up to five times, which builds a fully-blown tank (the best and most expensive weapon at a whopping 20 points).

TAPE TO DISK

Do you have a disk drive? Neat aren't they! But if you want to use it as well as just admire it, you can get copies of the *CF* Powerpack on disk for the little fella.

To get your Powerpack disk, simply cut out the tape-to-disk coupon *from the inside of the tape inlay card.* Write your name and full address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or postal order for £1.50 (which covers duplication, postage and packaging) to:

CF23 Tape to Disk
Ablex Audio Video Ltd
Harcourt, Halesfield 14, Telford,
Shropshire TF7 4QD

23 tape to disk

BIFF

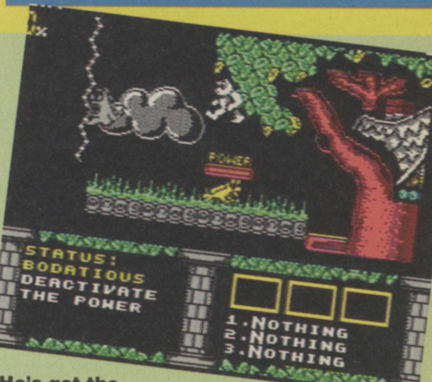
DEMO

Beyond Belief
Joystick in port 2

Don't be rude to your mum. That's the message *Biff* is trying to get across. This demo of the Beyond Belief game sets you up as the little chap, who must collect various objects in order to please the old bat, er, the venerable parent.

What Beyond Belief have done is remove a vital object (a length of rope, indeed) from somewhere in this demo so that you can't get further than that point. Cunning lot.

Moving Biff around couldn't be simpler. All you have to remember is that to make the little fellow jump, you hit the fire button rather than push the stick up. To collect objects, simply pull the stick down. You can carry three objects at one time, and to use them, simply go to the screen where you think you should be, then hit the space bar. If you've got the right object about your person, things will happen. If not, try again with a different plan!



He's got the power (as it were). Biff's first task is to find a power-card. No, we'd never heard of one either until we played this game.

WHAT IS BIFF?

No one really knows, but the most popular suggestions are as follows:

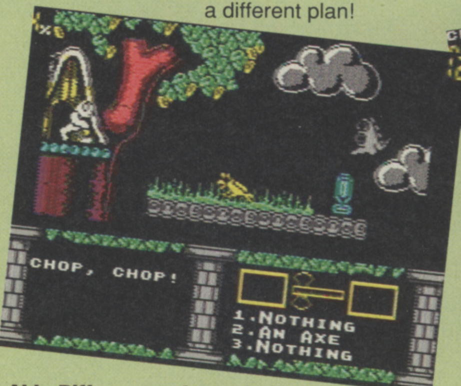
1. A yeti. But why he's living in a forest-based treehouse is a mystery. Perhaps he feels the cold a bit.

2. A marshmallow man. Nope, these don't exist. (If they did, they'd be eaten).

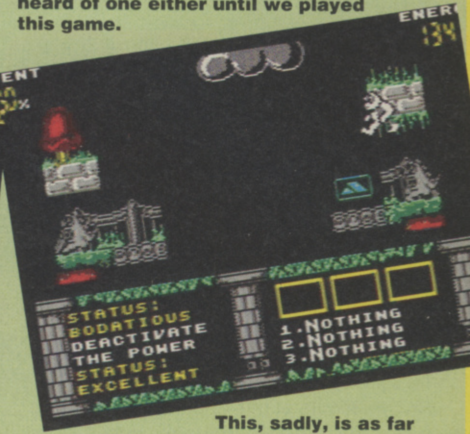
3. A man in an unrealistic suit. Could be. I mean, look at the way his head appears to be separate from his body.

4. Do we really care?

5. Nope.



Ahh. Biff goes and says hello to his mum. But it's no good. She still doesn't ever want to see him again.



This, sadly, is as far as you can go to the left. Of course, in the full game you can get over the gap and race off for more collecting.

JOHNNY REB

FULL GAME

Grandslam Video
Joystick in port 2

It's the American Civil War of the 1860s, and you're involved. The concept isn't difficult – you've got to fight the enemy forces on a strategic map, in order to wipe them out.

How? Well it's quite simple – go through the selection sequence, hitting key 7 (there are other customising options to do, but you can work them out later).

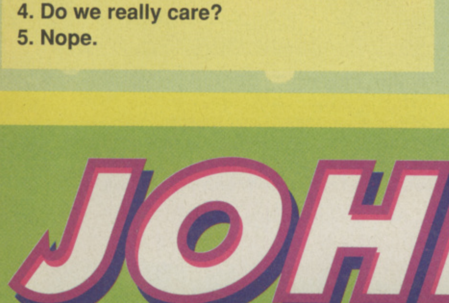
It's really easy to get started; just follow the on-screen instructions and you're off. Choose the side you want to fight for (hint: the Union won but the Dukes Of Hazzard were on the Confederate side), then it's out with the joystick. Pressing fire puts you into Order phase, and you simply select your men (the black-and-whites are the Confederates) by clicking on them, then move the joystick left and right to select your orders. All you do then is hit fire when you've given all the orders you want to your troops, and follow the on-screen prompts.

Don't worry – you'll pick it up dead quickly. One thing to note: your men continue carrying out their orders until they've done them all, so you don't need to issue them every turn. This means that you can set everyone in motion early on in the game and go out for a deep pan peanut butter, tuna and salami pizza with a healthy side order of garlic bread, whilst your men fight on automatically.

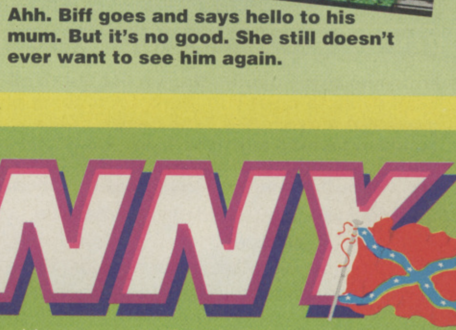
Other things to note are that your cavalry can ford across the river in some places (you'll have to try and find these). Also, the little wagon units aren't fighting forces (although they do have some combat capability). They're supply carriers, which should trundle around visiting all your units to give them ammo and grub.

And as if this wasn't enough, the game has also got a battlefield editor built in. It's pretty straightforward to use – again, you just follow the on-screen instructions. You can create tough locations in which to fight, and you can set up completely unfair forces with which to win. Brilliant, eh?

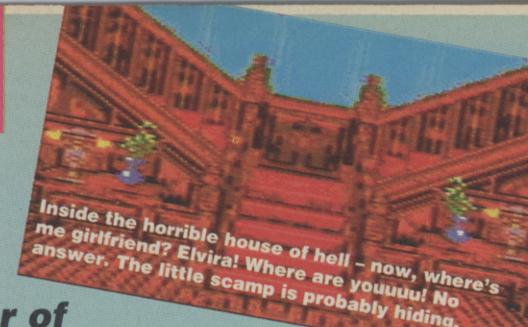
The best thing to do is load up the game and try everything out. Oh, and whatever you do, never surrender and remember you're fighting for a cause (lost though it probably is).



Okay men! Saddle up and move out. And remember, stay in twos and hold hands when you cross the road. Jenkins! Spit out that chewing gum immediately!



Oh wow! A big map thing! To get this during the game, hit G. And when you've feasted your eyes on its luscious gorgeousness enough, hit SPACE to return to the conflict.


Inside the horrible house of hell – now, where's me girlfriend? Elvira! Where are youuuu! No answer. The little scamp is probably hiding.

Elvira, Mistress of the Dark, owner of huge hair and wearer of gravity-defying dresses, has become caught up in a new mystery. James Leach dons some brown cords and goes in search for his heroine.

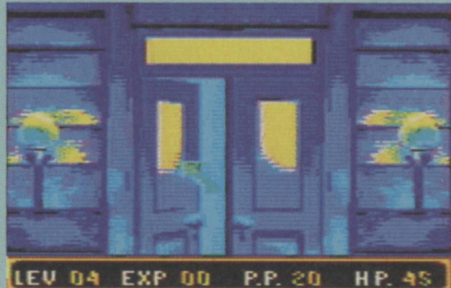
If it all goes wrong, this is how you'll end up. Distinctly unwell, I trust you'll agree.

EARLY WARNING!

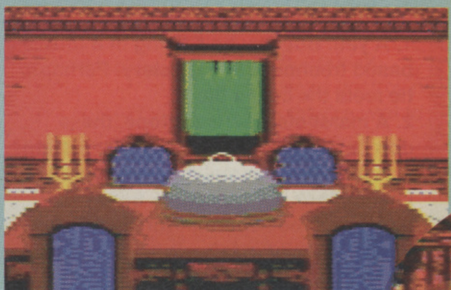
ELVIRA II - THE JA

Imagine the scene: it's a wild and windy night high on the rocky moors; clouds slip across the moon; the eerie landscape is cloaked in darkness; somewhere an owl hoots; a wolf howls in reply; a bat squeaks ultrasonically; a budgie cheeps and two dolphins join in with some clicking sounds.

In the middle of this unbearable racket, a shadowy, deformed man drags himself along the deserted moorland track towards a huge, mysterious house. Somewhere in the darkness a vole squeals and a family of earthworms answer its call. The hideous, twisted mutant finally reaches the doors of the house. A lone flickering candle can be seen through one of the grimy windows. Suddenly the massive front door creaks open.



Welcome to my castle. Ha, ha, ha! We've all been dying to meet you. Sorry for looking so grave but we're in the dead centre of the building. I would offer you some spirits, but the we're working with skeleton crew here and the butler was the first to get the chop.



Hmm. I'm rather peckish. I wonder what's under that silver salver? Oh. It's a hideously-removed human head. Suddenly I've become a vegetarian. (Gulp!) I think I'll just pop outside for some fresh air, thank you.

"Cut! It's a wrap!" calls the director. The mutant tears off his make-up to reveal he's actually a gorgeous 22-year old starlet called Mary Lou. Yes, it's all been just been the shooting of a scene for a film.

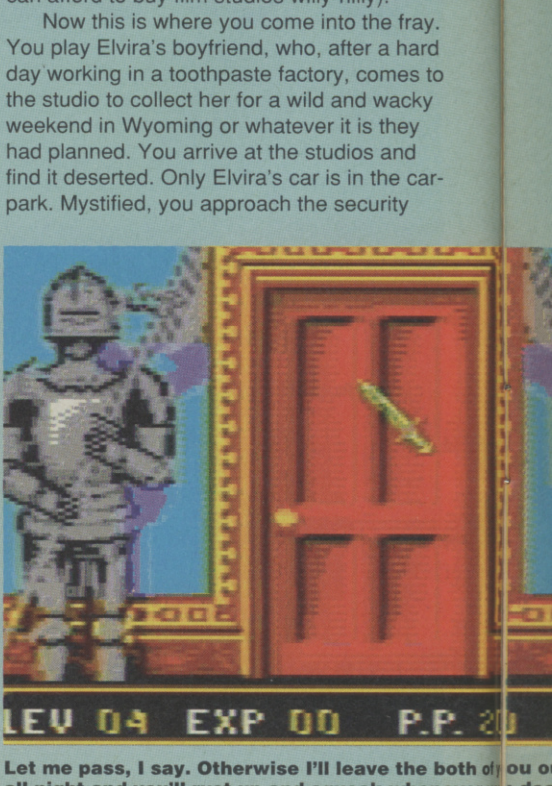
This is what *Elvira II* is about. The plot is set in a large film studio complex of the sort which keep going bust in the recession. This studio specialises in horror films, and is owned by the Mistress of the Dark herself, Edwina Curry. No, that's just a wee joke. It's actually owned by Elvira (who's made a packet from doing MTV and all that stuff, and can afford to buy film studios willy-nilly).

Now this is where you come into the fray. You play Elvira's boyfriend, who, after a hard day working in a toothpaste factory, comes to the studio to collect her for a wild and wacky weekend in Wyoming or whatever it is they had planned. You arrive at the studios and find it deserted. Only Elvira's car is in the carpark. Mystified, you approach the security

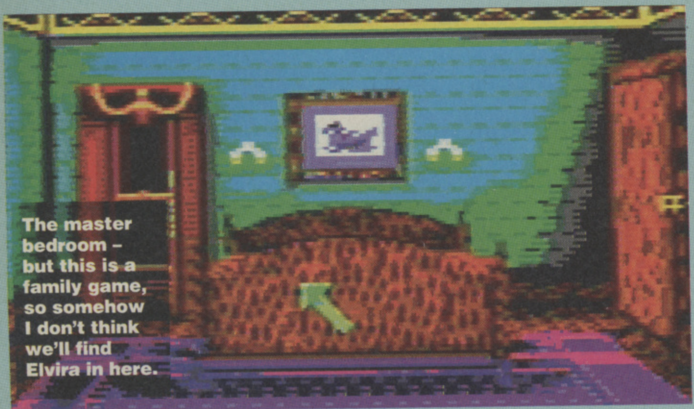
Not a woman to argue with (unless she's trying to to tell you George Lazenby was the best *James Bond*).

10 THINGS YOU NEVER KNEW ABOUT ELVIRA

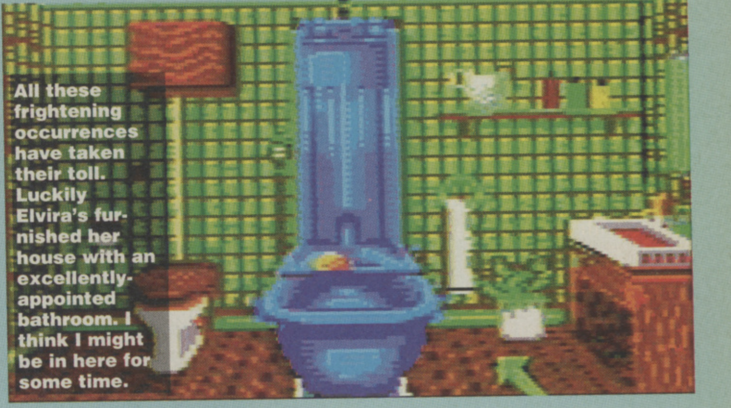
1. Her real name is Cassandra Peterson.
2. Her hair is a light-red colour.
3. She used to be a showgirl in Las Vegas.
4. Elvis Presley suggested that she take singing lessons and leave.
5. She's been a singer in a rock band.
6. She's appeared in *Happy Days* and *Pee Wee's Big Adventure*.
7. You can buy exact copies of Elvira's costume in the USA.
8. Elvira originally wanted to be called Vampira, but there was copyright on that name.
9. Her next choice was Luna!
10. But luckily her bosses picked Elvira out of the name-hat.



Let me pass, I say. Otherwise I'll leave the both of you ou
all night and you'll rust up and squeak whenever you dec



The master bedroom – but this is a family game, so somehow I don't think we'll find Elvira in here.



All these frightening occurrences have taken their toll. Luckily Elvira's furnished her house with an excellently-appointed bathroom. I think I might be in here for some time.

AWS OF CERBERUS

guard's hut. It too is empty. Even more mystified, you enter the studios.

And this is where the adventure really begins. You have to search both of Elvira's studios, find the well-endowed one and get her out of the spooky setting.

By now hopelessly mystified, you enter the first studio. It's not deserted, though. In fact, a film is being made at that precise moment. It's called *House Of Horror*, and it's about a house which is (would you believe?) filled with horrors of varying descriptions. These tend to take the form of hordes of hellish creatures and the odd mouldy cheese and tomato sandwich left out for a few days.

Or you could visit the other studio first. There's a film being made here, too. It goes under the rather amusing title of *They Came from Beyond the Grave*. This movie is set in, surprisingly enough, a graveyard. Dreadful undead folk are wandering around, being annoying, frightening children and dropping limbs all over the place.

The game has stuck to the popular 3D approach, and as well as the main display section of the screen, you've got loads of other essential details and info to check out, including what your heart-beat is up to, what you're carrying and how Elvira is feeling as well.

You move around the locations searching for clues as to the buxom one's whereabouts, and there are loads of sub-puzzles to deal with before you even stand a chance of getting close to meeting your loved one. Publishers Flair have packed the game with a multitude of locations to visit, and many of them are extremely well-hidden, so you'll have to put those old grey cells into overdrive mode if you want to get to see them all.

The other major thing to remember is that although you're on a film set, there are still plenty of horrible things around which are quite capable of killing you from shock, rather than by sticking knives into you and things like that. In fact, it's very easy to be tricked into following false paths and dodgy clues, only to meet something really horrific and die of fear.

Elvira II looks great, it should play well and it could keep you hooked well into the dark, misty nights, with it's growling bears and screeching (*that's enough – Ed*).

JAMES LEACH

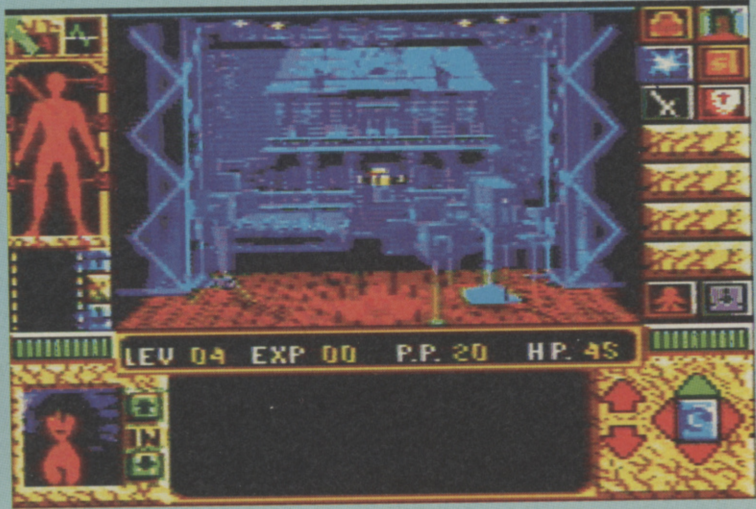
Ian
Cyclopedia

IAN CYCLOPEDIA ASKS: 'WHO THE FLIP IS CERBERUS?'

Cerberus was a dog. But not any dog. No, he was a watch-dog, guarding the gates of the Underworld. Greek mythology tells that this pup had three heads and sat around, stopping the lost souls from escaping.

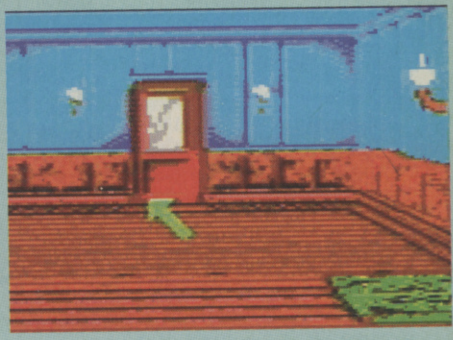
Having three heads was a definite bonus for Cerberus, as he could bark loudly, eat some Pedigree Chum and sniff another dog's bottom at the same time. Interestingly, the only person to get past him successfully was that geezer Orpheus, who played a lyre (a sort of guitar) so nicely that Cerberus went all mellow and had a nice long kip.

th of you outside in the rain
ver you decapitate someone.



Elvira's dark, evil, menacing house grew larger as the handsome hero walked slowly towards it. "An expanding house," he thought. "How novel."

Game	***Elvira II – The Jaws Of Cerberus***
Publisher	**Flair**
Release	**September**
Price	**£10.99 cassette, £15.99 disk**
Contact	**0661 860260**

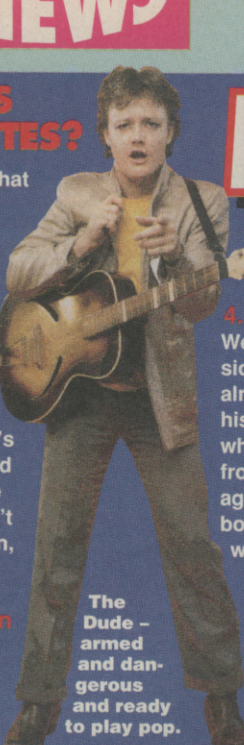


She's certainly got big vestibules. This is one of the smartest I've seen for many a moon.

WACKY WRES

THE WORLD'S FINEST ATHLETES?

Well, perhaps not. But what you do get in *Wacky Wrestling* are four baddies, one goodie (you) and some girls carrying cards with numbers on them. So let's introduce the contenders:


The Dude – armed and dangerous and ready to play pop.

1. The Darling Dude

This is who you play. He's blond, he's ambitious and he plays squash with the MD of CodeMasters. Can't really lose, then, can he?

I'd just like to thank my trainer, my mum, my...

2. Golden Boy

The Boy's greatest weakness is that he's completely made of gold, and thus can't move, fight or speak. In fact, he's not even alive. But he's dead tough and you can't pull him to the ground easily.

3. Skullbasher Bob

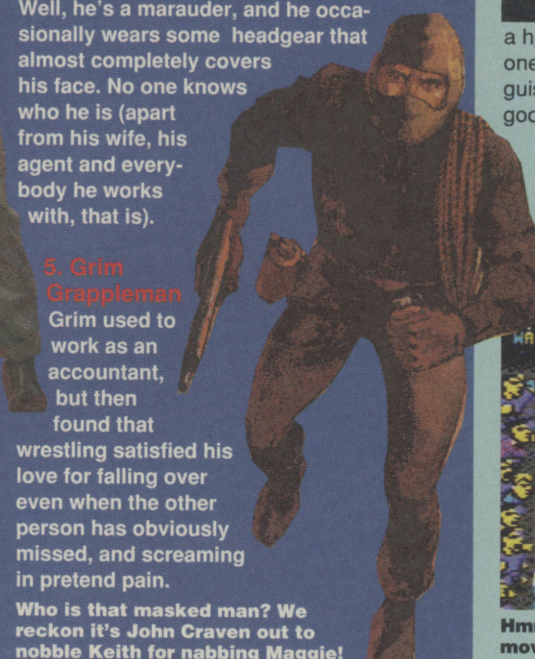
Got his nickname by going to lots of skull bashes (parties held by top brain surgeons). The Bob came about because he can't swim.

4. Masked Marauder

Well, he's a marauder, and he occasionally wears some headgear that almost completely covers his face. No one knows who he is (apart from his wife, his agent and everybody he works with, that is).

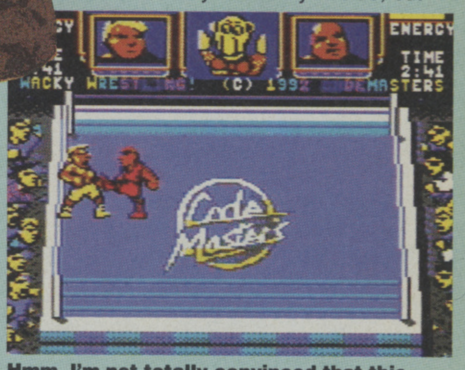
5. Grim Grappleman

Grim used to work as an accountant, but then found that wrestling satisfied his love for falling over even when the other person has obviously missed, and screaming in pretend pain.


Who is that masked man? We reckon it's John Craven out to nobble Keith for nabbing Maggie!

If you've ever seen WCW (World Champion Wrestling), which is beefy guys in fancy dress, (or WWF, which is pandas in zoos), you'll know that it's a little bit over the top and not, therefore, a hundred per cent believable. But there's one thing to be said for the 'sport': in the guise of *Wacky Wrestling* it makes for a damn good game on the trusty old 64.

Well, I say *Wacky Wrestling*, but it might not be called *Wacky Wrestling* because CodeMasters are considering several other names at the moment. We'll let you know what they ultimately decide, but



Hmm. I'm not totally convinced that this move is in the official rules of wrestling. (*You mean there are rules? – Ed*)

MATCH OF THE DAY

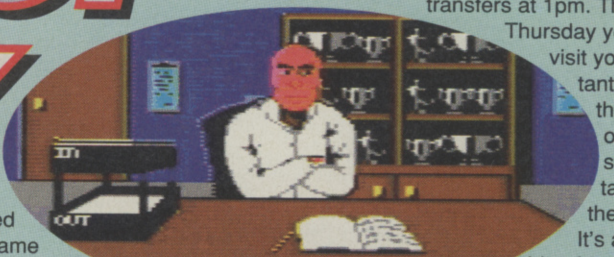
Ian
Cyclopedia
BIG BOOK OF EVERYTHING

IAN CYCLOPEDIA INVESTIGATES MATCH OF THE DAY

Before our great national sport was invented, there used to be a TV programme all about starting small fires. The most popular matches were comparatively tested for first-time lighting, wind resistance and strength of flame. The show was called *Match of the Day*.

Then Jimmy Hill was brought in and the show made a radical transformation into the footie-related presentation we see today. But luckily the name survived.

One of the earliest presenters was Robin Day. But he walked out during a Second Division friendly and was replaced by the now legendary Jimmy. I think Desmond Lynham does *Match of the Day* as well. Or is it Saint 'n' Greavsie?



All the time the Director was shouting at me, I couldn't help thinking he looked exactly like a *Thunderbird* puppet. So I laughed at him mercilessly.

Years ago there used to be a game called *Match of the Day* for the Spectrum. I distinctly remember sitting in a friend's bedroom, playing it. We were drinking Ribena, as I recall, and at one point my friend nearly dropped his glass when… (*look, get on with the preview or I'll break your arm – Ed*).

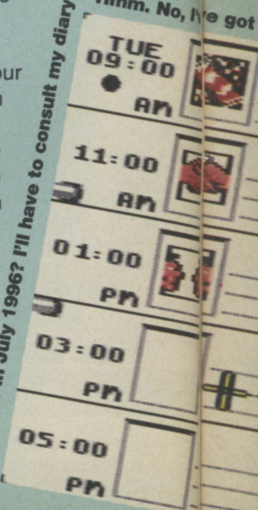
Well it looks like Impulze (a dead swanky branch of the humungous Zeppelin's northern empire) are doing a new version of the game. And pretty, er, new it will be.

The basic game is a management affair, with a rather nifty icon system. For the main menu, you see a diary with loads of space for each day of the week. To the right of this is a large clump of icons, just sort of sitting there. What you have to do is flick through the pages of your diary and drop in the icons on certain days and at certain times. For example, you might want to spend Wednesday morning training at 9am, followed by a meeting to discuss transfers at 1pm. Then on Thursday you could visit your accountant, organise the purchase of a new striker and take a trip to the bank.

It's a brilliant idea for sorting out what you've got to do, and if you take it to extremes you end up arranging to lose the soap in the shower at 10am, having a punch-up in the restaurant at noon and getting mugged that evening at 8pm.

When you're happy with your schedule you can whiz through the days until that magical moment on Saturday when the ground is full, the turnstiles are clicking and the air is filled with the sound of people swearing at the other side's supporters.

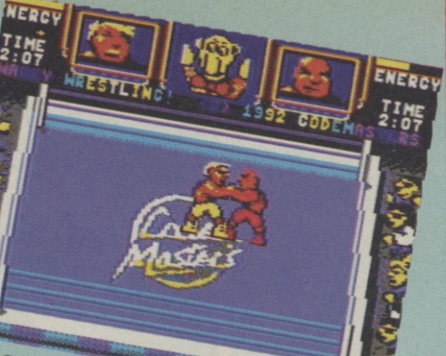
Yes, 3pm comes around and it's time for *Match of the Day* (which I always thought was on late during the week). The screen flicks to that most stirring of sights, Jimmy Hill and the other one (Dessie Lynham, prob-



Am I free in July 1996? I'll have to consult my diary.

Hmm. No, I've got

STLING



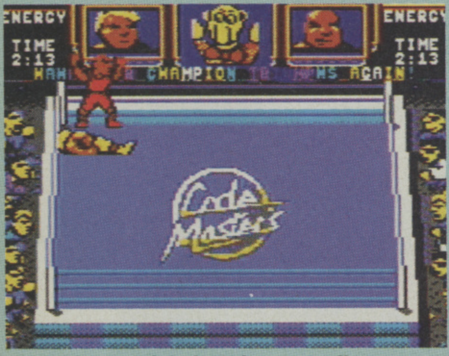
What can you do here? Well you can cheat, you can be dishonest or you can play unfairly. Well which is it to be?

for the time being it's *Wacky Wrestling,* which sounds pretty okay to us.

The idea, as ever, is to hold a muscular man on the floor of a square piece of canvas in front of 400 screaming old ladies. In real life people get paid for this, but you're just doing it for fun and because it's only a computer game and your face is safe. The ring-side view of *Wacky Wrestling* is only really ringside if you're a tall man sitting astride a giraffe. It's a sort of TV camera-eye view, placed about 20 feet up and ten feet back. Not a bad viewpoint, as it happens, and well above the screaming old ladies. You get to control the CodeMasters' World Champ prospect, and of course he's blond, good looking and never cheats (unless you want him to that is).

It's very colourful, the graphics are large and the game looks smooth and generally packed with good cheer. And the piéce de résistance? That weird character Reggie Loud is making a comeback. After *Wacky Darts* he thought he'd never work again. But here he is, large as life and twice as sad.

Look out for the full *Wacky Wrestling* review next month. If it's half as good as it ought not to be, it'll be not far short of being better than it wouldn't otherwise have avoided being. Hooray.



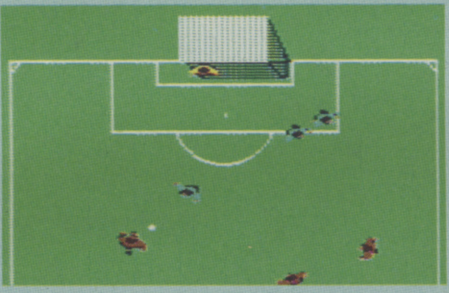
Ow. This certainly isn't in no small measure quite painless. Perhaps I'd better go back to licking envelopes for the Gas Board.

Game	***Wacky Wrestling***
Publisher	**CodeMasters**
Release	**August**
Price	**£3.99**
Contact	**0926 814132**

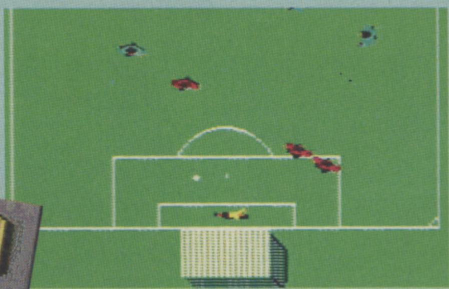
ably). They sit there and introduce the action, which, of course, is your match. Despite being at the bottom of the fourth division, you always seem to get TV coverage, even when Liverpool are playing Manchester Utd.

Only the highlights of each match are shown and they're represented in a *Kick Off*-style top-down view of several blokes doing their goalmouth thang. You can only watch as they rush around, try and score and roll around after diving in the box.

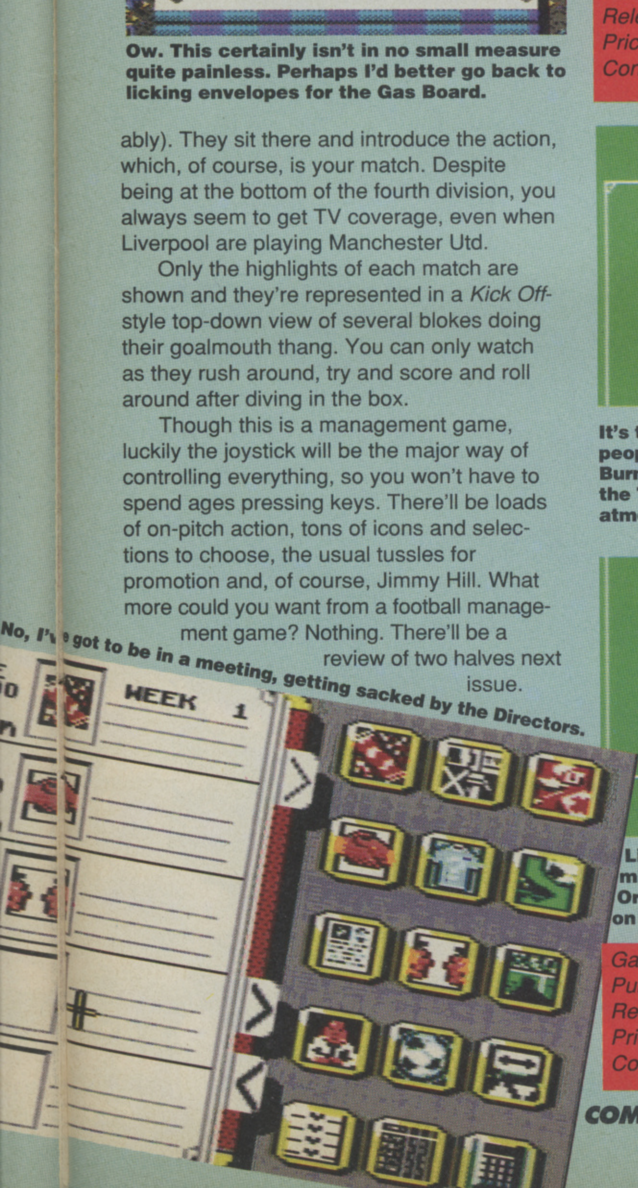
Though this is a management game, luckily the joystick will be the major way of controlling everything, so you won't have to spend ages pressing keys. There'll be loads of on-pitch action, tons of icons and selections to choose, the usual tussles for promotion and, of course, Jimmy Hill. What more could you want from a football management game? Nothing. There'll be a review of two halves next issue.



It's the Stadium of Light in Brazil. 130,000 people are packed in here tonight to watch Burnley play Cardiff in the second round of the Tideyman's Carpets Challenge Cup. What atmosphere. You could cut it with a barge.



Lineker passes to Lineker, who… Wait a minute – have we used this gag already? Or am I having premonition? (It depends on whether you've read Roger Frames yet.)



No, I've got to be in a meeting, getting sacked by the Directors.

Game	***Match of the Day***
Publisher	**Impulze**
Release	**August**
Price	**£4.99**
Contact	**091 385 7755**

SNIPPETS

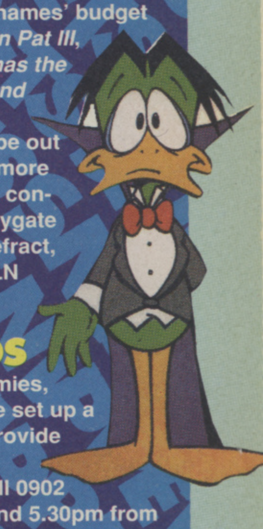
CARD-MASTERS

Have you bought a CodeMasters' game recently? If you have, you'll probably have seen a picture card drop out of the box. The Codies are currently giving away *Dizzy* cards with every game. There are 16 different cards featuring a variety of *Dizzy*-related characters, including *Dizzy* himself.

If you want to get the whole set you can send in any duplicates to the Codies, along with a stamped, self-addressed envelope. Remember to write down which card you'd like in return.

The address is CodeMasters Card Swaps, Lower Farm House, Southam, Warwickshire CV33 0DL.

ALTERNATIVE COMEDIANS



Alternative Software are expanding their range of 'famous names' budget software titles. *Postman Pat III, Count Duckula II, Thomas the Tank Engine II, Sooty and Sweep II* and *Alvin and the Chipmunks* will all be out soon. If you need a bit more info, Alternative can be contacted at Unit 5-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN ☎ 0977 797777.

US GOLD SOS

Those bouncing Brummies, US Gold and Kixx, have set up a computer helpline to provide assistance with any of their games. Simply call 0902 640027 between 9am and 5.30pm from Monday to Friday and there'll be someone to provide help with all your favourite games.

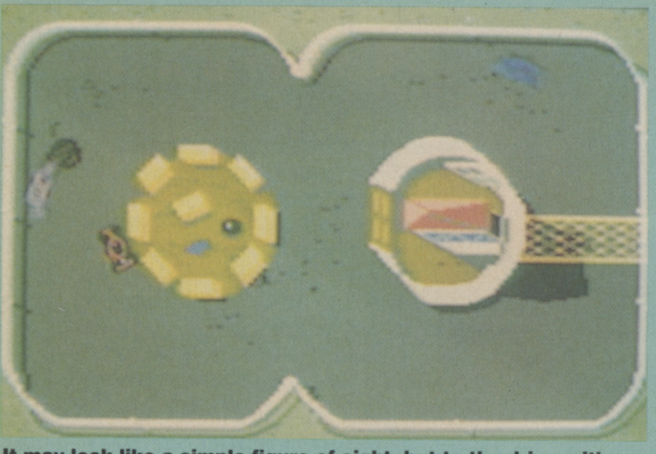
REFLECTED GLORY

If you're a programmer, musician or graphics-type person, and you reckon you're good enough to get into professional games-writing, get in touch with Reflective Designs. They're currently looking for people to expand their Bradford-based operation, but you'll have to be good, mind. These *are* the guys who did *DJ Puff's Volcanic Caper.*

If you're interested, give them a ring on 0274 742474.

OH VIC!

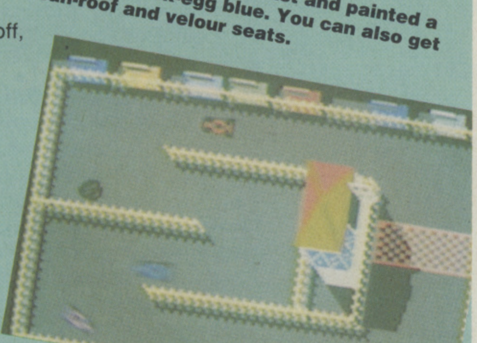
New PD bods Venue Internation are on the look-out for good material. Send them anything you've created – games, original art, etc – and you'll get a OVIC (Official Venue Interational Contributor) certificate. You'll also recieve free membership of Venue Interantional – as will anyone who writes to them at: 276 Annandale Rd, Hull, HU9 5DD.



It may look like a simple figure of eight, but to the drivers it's a nightmare-packed vision of motor-hell autogeddon.

JIMMY'S GRAND PRIX

And here is the next generation of Formula One car. Lean, fast and painted a quite nice duck-egg blue. You can also get a sun-roof and velour seats.



Plenty of swinish obstacles are littered around this tortuous circuit. There's only one sensible option: speed up, close your eyes are drive like a loony (© Sega Power 1992).

Y heart pounds, the revs build, everyone is tense. Suddenly the lights change and you're off, racing around the twisty, turny circuit against two other drivers who seem intent on not only beating you, but trashing your car in the process.

Jimmy's Grand Prix is another budget game from the Beyond Belief stable. The idea is similar to that of *Supersprint* and *Badlands*; each track fits on to one screen, and is packed with totally, utterly revolting corners. There are eight of these tracks, and between each race you get the chance to buy loads of stuff to make your car go better and increase the chance of embarrassing and damaging your enemies.

Of course, you can expect to see the two-player option that makes racing games like this so exciting, even if they do tend to end up as mindless wars between the two humans involved. Hopefully, in order to keep these wars interesting, there'll also be large amounts of seriously offensive weaponry to fire at the other folk on the circuit. Missiles, mines, armour and specially-strengthened rambars, you know the sort of things; they should all be here.

If the Gods see fit, we'll be reviewing *Jimmy's Grand Prix* next issue, so if you're in the market for a racing game, keep your peepers peeled for the details.

JAMES LEACH

Game	**Jimmy's Grand Prix**
Publisher	**Beyond Belief**
Release	**August**
Price	**£3.99**
Contact	**0933 311790**

The Addams Family
A CRASH Smash
91%
THE AMIGA ACTION ACCOLADE SUPER LEAGUE
94%
AMIGA POWER
90%
"The best Mario-style game on the Amiga to date, and most playable film license ever."
1ST ACTION
A1 RATED
93%
ocean

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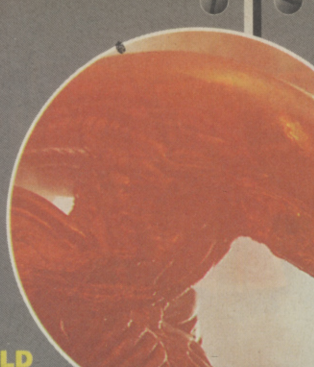
EARLY WARNING! SCANNER

AARRRGGGHH!!

Red alert! Run for your lives! We're being attacked by games the size of trams. They've got the strength of eight wildebeest and the intelligence of two people from Cambridge University!



ALIENS 3

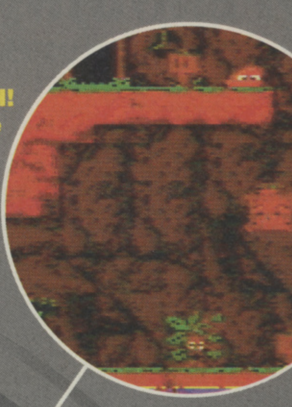
Acclaim

They're back, and this time they're angry. So angry, in fact, that they've cruelly tied up Sigourney and have mercilessly cut off all her hair. How incredibly uncouth.

BART VERSUS THE WORLD

Acclaim

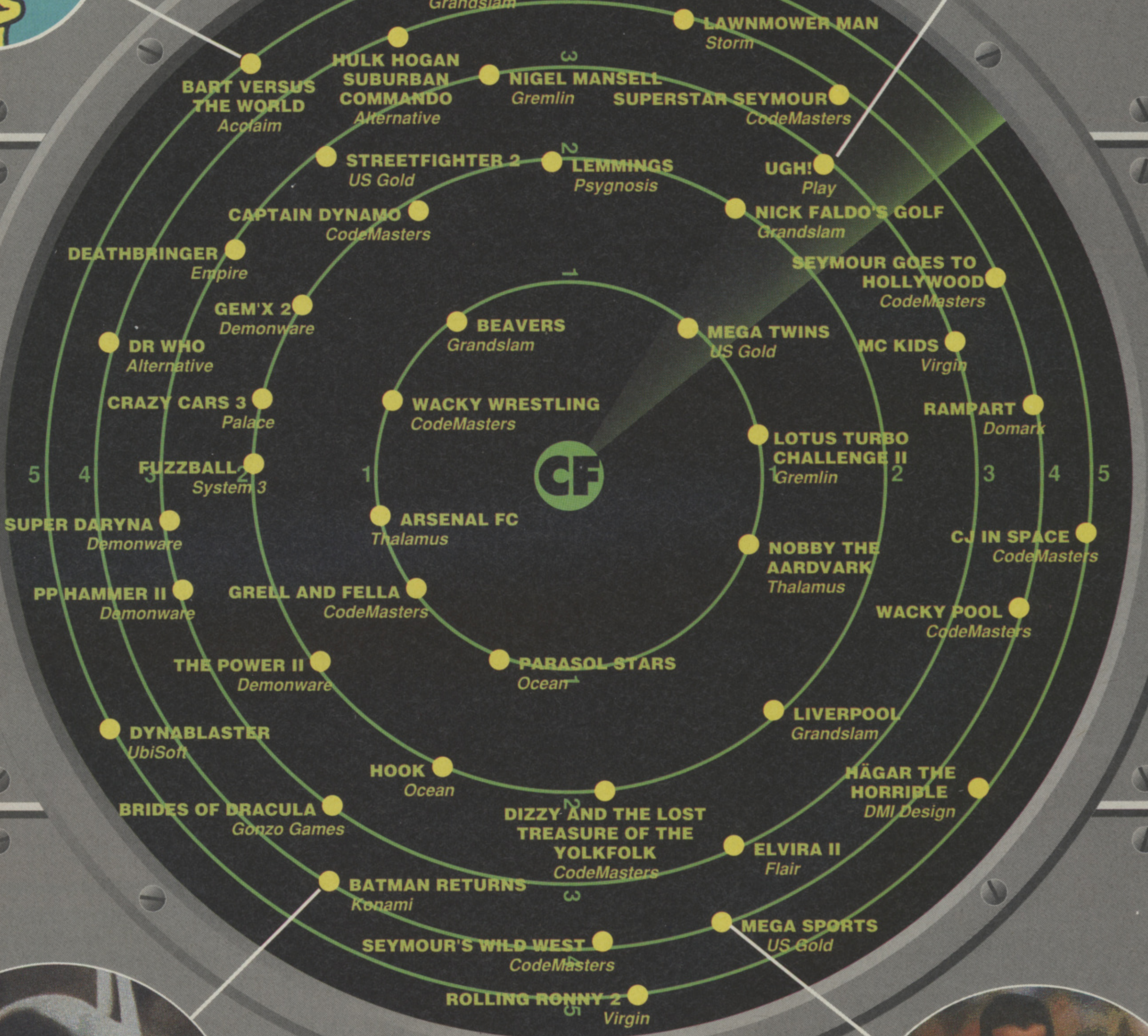
Have a cow, eat your shorts and settle down to watch the hype-machine rolling towards the centre of the trembling CF Scanner – Bart's back!



UGH!

Play Byte

Watch out Chuck Rock. *The man with the totally ridiculous taxi is here, and boy is he lovesick!*


ALIENS 3 Acclaim
DIE HARD 2 Grandslam
LAWNMOWER MAN Storm
HULK HOGAN SUBURBAN COMMANDO Alternative
BART VERSUS THE WORLD Acclaim
NIGEL MANSELL Gremlin
SUPERSTAR SEYMOUR CodeMasters
STREETFIGHTER 2 US Gold
LEMMINGS Psygnosis
UGH! Play
CAPTAIN DYNAMO CodeMasters
NICK FALDO'S GOLF Grandslam
DEATHBRINGER Empire
SEYMOUR GOES TO HOLLYWOOD CodeMasters
GEM'X 2 Demonware
BEAVERS Grandslam
MEGA TWINS US Gold
DR WHO Alternative
MC KIDS Virgin
WACKY WRESTLING CodeMasters
CRAZY CARS 3 Palace
RAMPART Domark
LOTUS TURBO CHALLENGE II Gremlin
FUZZBALL System 3
CF
ARSENAL FC Thalamus
SUPER DARYNA Demonware
NOBBY THE AARDVARK Thalamus
CJ IN SPACE CodeMasters
PP HAMMER II Demonware
GRELL AND FELLA CodeMasters
WACKY POOL CodeMasters
THE POWER II Demonware
PARASOL STARS Ocean
LIVERPOOL Grandslam
DYNABLASTER UbiSoft
HOOK Ocean
HÄGAR THE HORRIBLE DMI Design
BRIDES OF DRACULA Gonzo Games
DIZZY AND THE LOST TREASURE OF THE YOLKFOLK CodeMasters
ELVIRA II Flair
BATMAN RETURNS Konami
MEGA SPORTS US Gold
SEYMOUR'S WILD WEST CodeMasters
ROLLING RONNY 2 Virgin
1 2 3 4 5

BATMAN RETURNS

Konami

The Catwoman, the Penguin, the, er, well some other characters might be parading through the troubled streets of Gotham City before your eyes.

MEGA SPORTS

US Gold

Over 30 great sporting events, with up to eight players taking part. It sounds like prime scuffle material, but remain sporting and it'll arrive soon.

ELSPA
PENGUIN
CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

The CHARTS

1

ARMALITE AR.15 RIFLE

"I'll be back!" he promised, and verily it came to pass, that the man with the gun came forth and there was much smiting as *Arnie* stormed to number one.

2

1UP
27040
HIGH SCORE
100000
2UP
0
CREDIT 3

Even with superfast triple rainbows Bub can't see off the *Arnie* charge. *Rainbow Islands* slips to second place in the C64 all-comers chart.

3

Remember the World Cup, when Gazza sobbed his way to stardom and we had a footie team? Pleasant memories take *Italia '90* to third place in the table.

4

The Iron Man – and we're not talking Tony Stark or Ted Hughes here – skids to a halt at number four. Is *Off Road Racing* ready to go for pole position?

5

Stage 1
3
Magic 0

Ax Battler, Tyris Flare and the other one take on the stupidly-named Death=Adder. But then, violence and not semantics was always *Golden Axe*'s strong point.

CF'S TOP 90 GAMES

1	**ARNIE** ▲	**Zeppelin**	**£3.99**
2	**RAINBOW ISLANDS** ▼	**Hit Squad**	**£3.99**
3	**ITALIA '90** ▲	**Tronix**	**£3.99**
4	**SUPER OFF ROAD RACING** ▲	**Tronix**	**£3.99**
5	**GOLDEN AXE** ▼	**Tronix**	**£3.99**
6	**CHAMPIONSHIP 3D SNOOKER** ▼	**Zeppelin**	**£3.99**
7	**TURRICAN 2** ▲	**Kixx**	**£3.99**
8	**SCI** ▲	**Ocean**	**£19.99**
9	**LOTUS TURBO CHALLENGE** ▼	**GBH**	**£3.99**
10	**CHAMPIONSHIP WRESTLING** ▼	**Kixx**	**£3.99**

11	WWF WRESTLEMANIA	Ocean	£10.99
12	MULTI-SOCCER MANAGER	Cult	£3.99
13	F-16 COMBAT PILOT	Action 16	£3.99
14	BUBBLE BOBBLE	Hit Squad	£3.99
15	ROBOCOP	Hit Squad	£3.99
16	MICROPROSE SOCCER	Kixx	£3.99
17	NEW ZEALAND STORY	Hit Squad	£3.99
18	MANCHESTER UNITED	GBH	£3.99
19	DIZZY DOWN RAPIDS	Codies	£3.99
20	BUBBLE DIZZY	Codies	£3.99
21	DIZZY'S EXCELLENT ADS	Codies	£9.99
22	MULTIMIXX 1 GOLF	Kixx	£4.99
23	ROBOCOP 2	Ocean	£19.99
24	THE SIMPSONS	Ocean	£10.99
25	AMERICAN 3D POOL	Zeppelin	£3.99
26	INTERNAT ICE HOCKEY	Zeppelin	£3.99
27	MYTH	Kixx	£3.99
28	SEYMOUR G T HOLLYWD	Codies	£3.99
29	MAGICLAND DIZZY	Codies	£3.99
30	DIZZY COLLECTION	Codies	£3.99
31	BOD SQUAD	Zeppelin	£3.99
32	DOUBLE DRAGON 2	Tronix	£3.99
33	TURBO THE TORTOISE	Hi-TEC	£3.99
34	SLIGHTLY MAGIC	Codies	£3.99
35	WORLD CRICKET	Zeppelin	£3.99
36	VIZ	Tronix	£4.99
37	MIDNIGHT RESISTANCE	Hit Squad	£3.99
38	STUNT CAR RACER	Kixx	£3.99
39	TREBLE CHAMPIONS	E&J	£3.99
40	WACKY RACES	Hi-TEC	£3.99
41	SHADOW O T BEAST (OC)	Ocean	£19.99
42	ALTERED BEAST	Hit Squad	£3.99
43	THE WORLD CUP	D&H	£3.99
44	ULTIMATE GOLF	GBH Gold	£4.99
45	RICK DANGEROUS	Kixx	£3.99
46	SPACE CRUSADE	Gremlin	£10.99
47	4 QUATTRO FIGHTERS	Codies	£3.99
48	TURRICAN	KIXX	£3.99
49	SCOOBY-DOO	Hi-TEC	£3.99
50	HIT PACK 1	Zeppelin	£3.99
51	MULTIMIXX 4	Kixx	£4.99
52	QUATTRO SKILLS	Codies	£3.99
53	CHASE HQ	Hit Squad	£3.99
54	NAVY MOVES	Hit Squad	£3.99
55	PANG	Ocean	£19.99
56	QUATTRO FANTASTIC	Codies	£3.99
57	ROAD RUNNER	Hi-TEC	£3.99
58	MOONWALKER	Kixx	£3.99
59	BATMAN THE MOVIE	Hit Squad	£3.99
60	TERMINATOR 2	Ocean	£10.99
61	TURBO OUTRUN	Kixx	£3.99
62	STRIDER	Kixx	£3.99
63	LAST NINJA 2	Hit Squad	£3.99
64	INTERNAT 5-A-SIDE	Zeppelin	£3.99
65	BIG BOX	Beau Jolly	£16.99
66	SHADOW WARRIORS	Hit Squad	£3.99
67	CASTLE MASTER	Hit Squad	£3.99
68	CARTOON COLLECTION	Codies	£9.99
69	CRICKET CAPTAIN	Cult	£3.99
70	THE ADDAMS FAMILY	Ocean	£10.99
71	AUGGIE DOGGIE	Hi-TEC	£3.99
72	SOCCER 6	Challenge	£9.99
73	MONTY PYTHON	Tronix	£3.99
74	HIT PACK 2	Zeppelin	£3.99
75	MAN UNITED EUROPE	Krisalis	£11.99
76	THE JETSONS	Hi-TEC	£6.99
77	EDD THE DUCK	Zeppelin	£3.99
78	LINEKER COLLECTION	Kixx	£9.99
79	SLY SPY	Hit Squad	£3.99
80	F1 TORNADO	Zeppelin	£3.99
81	SUPER SEYMOUR	Codies	£3.99
82	4 GAME PACK 2	Atlantis	£3.99
83	WONDERBOY	Hit Squad	£3.99
84	DRAGON NINJA	Hit Squad	£3.99
85	4 GAME PACK	Atlantis	£3.99
86	CABAL	Hit Squad	£3.99
87	MULTIMIXX 5	Kixx	£4.99
88	MURRAY MOUSE	Codies	£3.99
89	SOCCER STARS COMP	Empire	£12.99
90	ROBOT MONSTERS	Hit Squad	£3.99

6

TV's most (un)dynamic sport comes to the C64 and is much-improved in the process. Why isn't the real thing as much fun as *Championship 3D Snooker*?

7

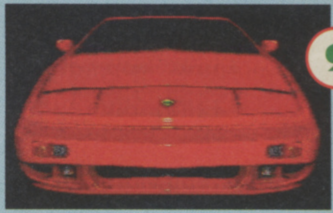
What kind of name is *Turrican*? It sounds like a cross between Turnip and Hurricane, which would make the metal warrior a 90mph root vegetable!

8

SCORE
STAGE
BOOST
DAMAGE
DISTANCE

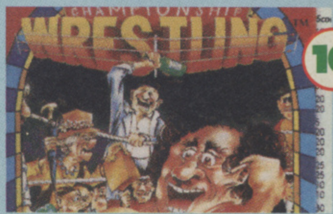
The Nancy Boys, or at least the boys Nancy controls, are on the trail of the Mayor's daughter for non-payment of Poll Tax in *SCI* – or that's what James told me!

9



The new *Lotus* position is nine, down from eight last month. What a brilliant gag! Lotus position! Geddit? (*Yep and you're sacked, hippy – Square Ed!*)

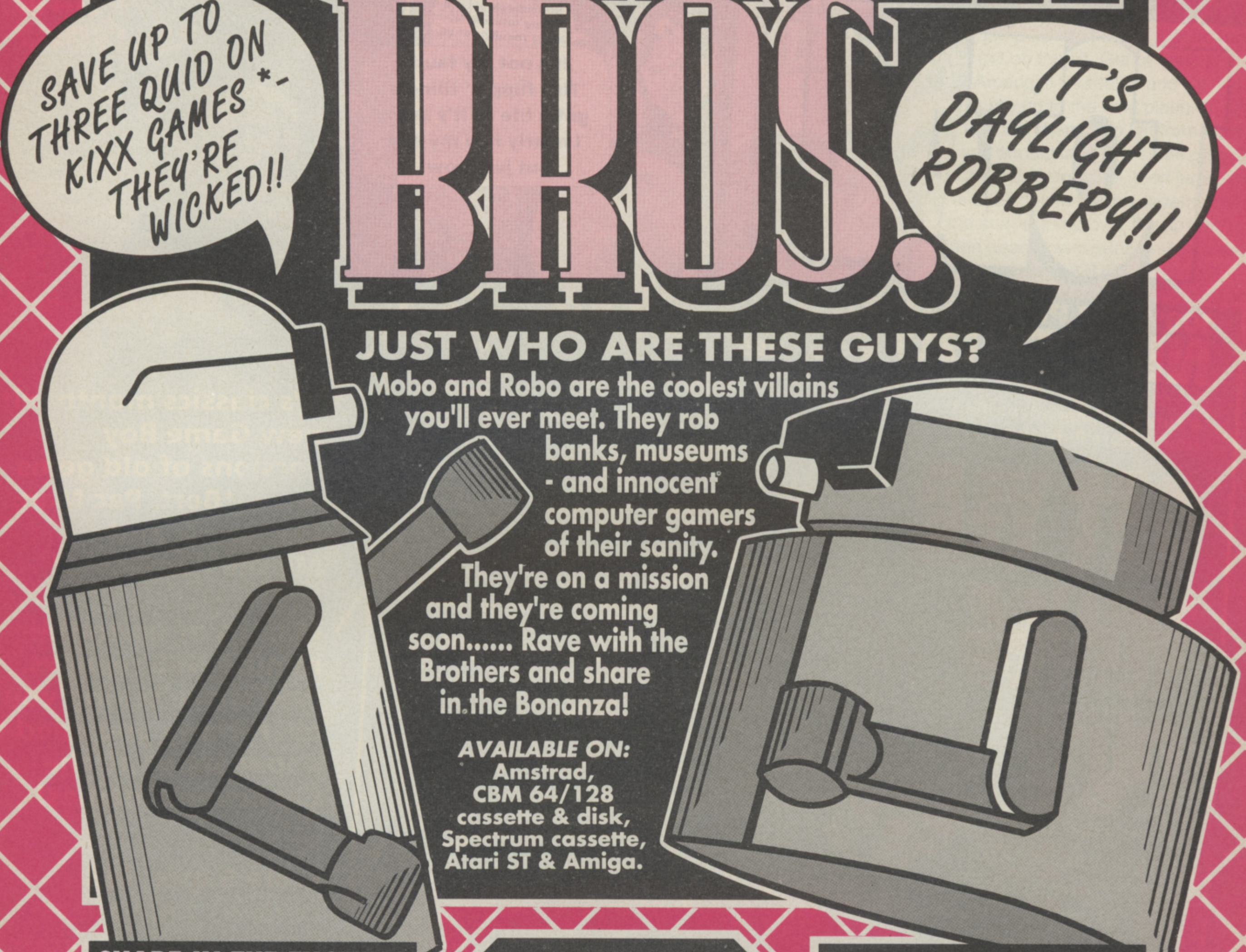
10



In a stunning flying Dutchman death-hold *Championship Wrestling* maintains its hold on the spot above the official *WWF* contender at number 11.

SHARE MOBO AND ROBO'S CASH... IN THE GREAT BONANZA GIVEAWAY

BONANZA BROS.


SAVE UP TO THREE QUID ON KIXX GAMES *- THEY'RE WICKED!!
IT'S DAYLIGHT ROBBERY!!

JUST WHO ARE THESE GUYS?

Mobo and Robo are the coolest villains you'll ever meet. They rob banks, museums - and innocent computer gamers of their sanity. They're on a mission and they're coming soon...... Rave with the Brothers and share in the Bonanza!

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cassette & disk,
Spectrum cassette,
Atari ST & Amiga.

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Get upto £3.00 off selected Kixx smash hits...... when you buy a copy of the Great **BONANZA BROTHERS** *Arcade Game!*

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ARCADE HITS MARKETED BY
U.S. GOLD

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Offer does not apply to CBM 64/128 disk or Amstrad disk. *See inside special offer packs for more details. Offer ends* **30.11.92.

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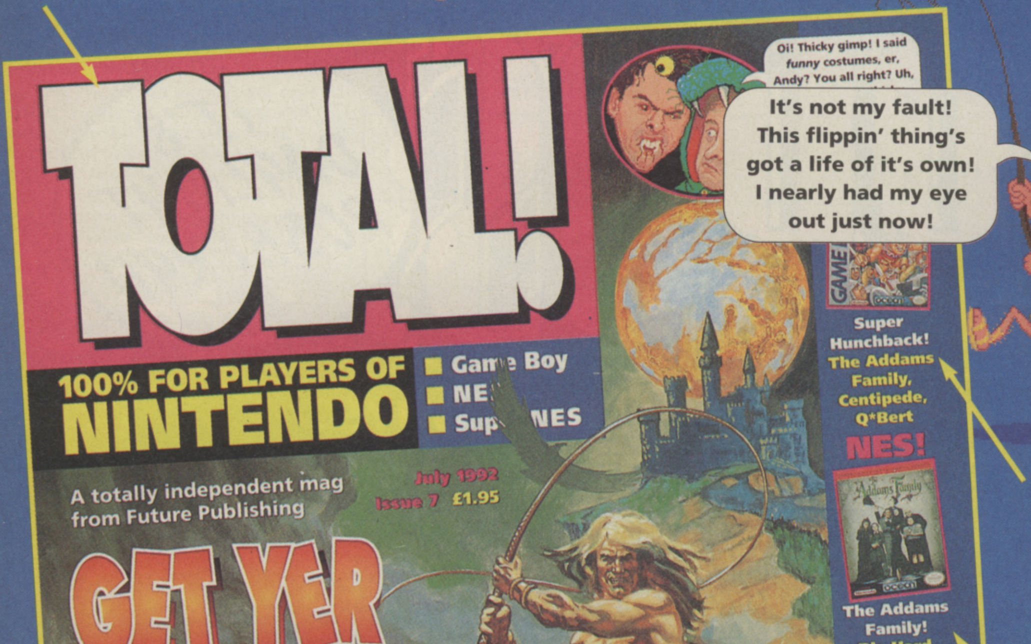
TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!

Our logo. Proudly displayed on the shelves of all good Newsagents!


TOTAL!
100% FOR PLAYERS OF NINTENDO
Game Boy
NES
Super NES
A totally independent mag from Future Publishing
July 1992
Issue 7 £1.95
GET YER WHIPS OUT!
We delve into the Castlevania saga on NES and SNES – read our reviews before you lash out!
Oi! Thicky gimp! I said *funny* costumes, er, Andy? You all right? Uh,
It's not my fault! This flippin' thing's got a life of it's own! I nearly had my eye out just now!
Super Hunchback! The Addams Family, Centipede, Q*Bert
NES!
The Addams Family! Die Hard, Jackie Chan Kung Fu, Wizards And Warriors III, Hunt For Red October
SUPER NES!
Sim City! Super Off Road, The Rocketeer
More Nintendo than any other mag in Britain!
Future Publishing
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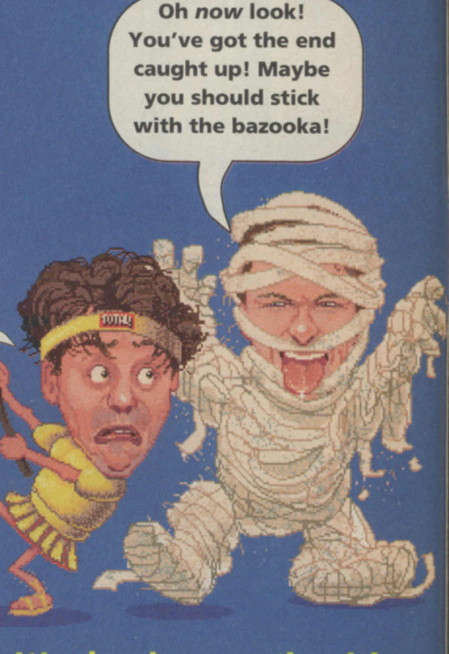
9 770964 935007 07
12 pages of tips: SMB4 on SNES! Star Wars on NES!


Oh *now* look! You've got the end caught up! Maybe you should stick with the bazooka!
TOTAL!

It's classics month with new Game Boy versions of old gems like Q*Bert, Pac Man, Centipede and Missile Command!

Masses of up-to-the-minute NES reviews. And we're telling you everything you need to know about *all* the Castlevania games!

More Super NES reviews than ever before, including our first reviews of Japanese and American imports!

12 stunning pages of tips with player's guides for Super Mario World (SNES), Star Wars (NES) and Duck Tales (GB)!

Got a Nintendo? Then get TOTAL! Issue seven is on sale right NOW!

Andy Roberts, pudding and pie, lists some pokes to answer your questions why.

GameBusters

Andy Roberts' Andy Roberts' Andy Roberts'

WHO, WHAT, ANDWHERE?

Gamebusters is a complicated beast, split up into different sections for your convenience: GAMING PROBLEMS – Samaritan`s Corner; LISTING POKES – Framebusters; POKE PROBLEMS – Dear Gamebusters; THE REST – Gamebusters. So when you write in, please address your letter to the relevant section, followed by: Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Don't forget, there's a £20 software voucher up for grabs every month.

PLAY IT AGAIN, ANDY

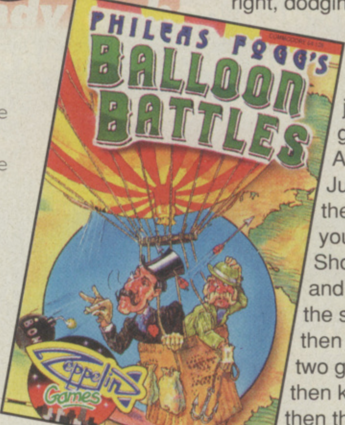
Here we have a veritable stack of Action Replay POKEs, kindly sent in by Hasse Hansen. You know the score – but just in case you don't: freeze the game, press E to enter the pokes, then restart the game using F3. Easy.

POTSWORTH & CO
(Hi-Tec)

```
POKE 41862,173 - Infinite
lives
POKE 46459,234
POKE 46460,234 - Infinite
energy
```

PHILEAS FOGG
(Zeppelin)

```
POKE 40197,173 - Infinite
lives
POKE 36639,173 - Infinite
energy
POKE 36785,0 - Infinite
bombs
POKE 36814,0 - Infinite
sandbags
POKE 36721,0 - Infinite
gas
```



THE JETSONS
(Hi-Tec)

```
POKE 59335,234 - Infinite lives
POKE 59327,234
POKE 59328,234
POKE 59329,234 - Infinite energy
POKE 59340,234
POKE 59341,234
POKE 59342,234 - Infinite time
```

SPEEDBALL 2

(Imageworks)

Both Dale Sharp and Jason Mackenzie have written in to point out that there are two more functions for the cheat mode that was printed in *CF19*. (You didn't buy it? Then turn to page 56 now to find out how to order back issues.) You can press the '+' key to increase your score, or RUN/STOP to win the game. Smart.

DEAR GAME BUSTERS

"Please, please help me as I will soon have no more hair to pull out! Despite many frustrating attempts I cannot get the listings in CF15 *for either* Turrican *or* Turrican 2 *to work (even after amending the first line of the* Turrican 2 *listing as instructed in* CF19*).*

"After running the listing and pressing play on tape, loading begins but then cuts out after about 30 seconds and reverts to the `READY` screen. I have the KIXX budget version of Turrican *and* Turrican 2 *as part of the US Gold M.A.X. compilation – does this make any difference?*

"I am also having problems with the Bubble Bobble *listing in* CF20 *(the one you said definitely works!). After running the listing the message ILLEGAL QUANTITY IN LINE 1 appears. I have the Hit Squad budget version – does this have any affect?"*
Mark Bennett, Leicester

Some re-releases do get remastered (in other words, given new loading systems), so some listings simply won't work on their budget counterparts. For this reason, we now print the name of a game's publisher's next to every listing we print, making it easy for you to check whether or not it will work with your game.

The *Turrican* and *Turrican 2* listings were based on the original full-price versions. *Turrican* has been tested on the Kixx version and works perfectly – the only possible explanation is that you're loading the saved listing from disk, in which case it is unlikely to work.

As for the *Bubble Bobble* listing, it works fine on both the original Firebird version and the Hit Squad one. The listing as printed works perfectly, so the ILLEGAL QUANTITY message is probably due to a typing error on your part.

CJ IN THE USA

(CodeMasters)

It`s cutesy elephant time again as we continue our trans-American journey. Thanks again to Robert Brown for sending in the solution. Enough banter...

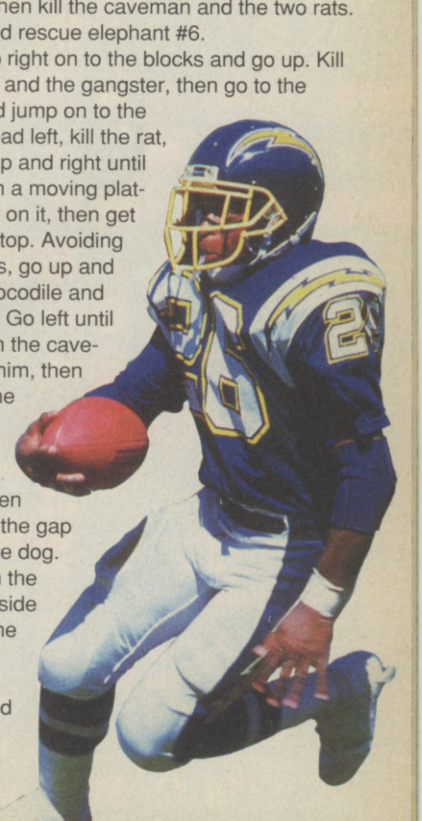
LEVEL 2 – THE WILD WEST

Walk left and fall on to the platform near the wall. Avoiding the spikes, fall down the hole, bomb the snake, then fall down again. Go right, dodging the spikes, then head left until the second set of spikes and jump on to the lift. Get off at the top, shoot the two rats, then jump up next to the spikes and get on the lift. Get off next to the American footballer and kill him. Jump up to the next platform, kill the cop, then jump left from here – you should land in a small gap. Shoot the crocodile, then jump over and fall down. Kill the caveman and the snake, jump over the spikes, then head downwards until you reach two gangsters. Kill them, go right, then kill the crocodile and the cop and then that's elephant #4 saved.

Go back to the left until you come to three floating blocks. Go up to the third one and kill the dog above, then continue upwards until you reach a snake – kill it and go right. Go up and on to the moving platform, then jump up on to the block above and head left. Kill the American footballer and the two cops, then fall down when you get to the end. Kill the dog here to rescue elephant #5.

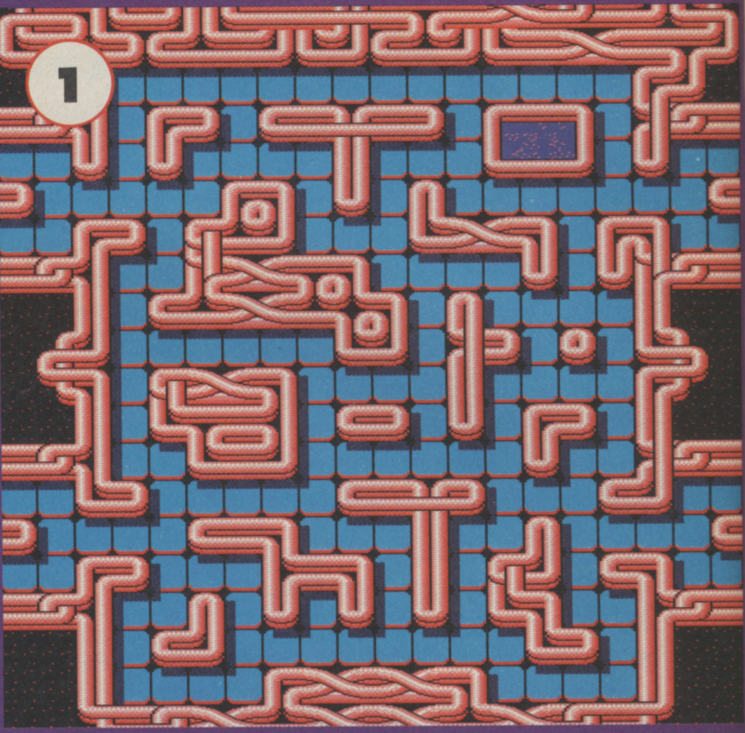
Walk off the edge, avoiding the floating spikes, and push left to land on a block. Walk off to the left and go down the steps. Kill the gangsters, then use the blocks to reach the American footballer – kill him, jump on to the ground, then kill the caveman and the two rats. Go up and rescue elephant #6.

Jump right on to the blocks and go up. Kill the cloud and the gangster, then go to the water and jump on to the block. Head left, kill the rat, then go up and right until you reach a moving platform. Get on it, then get off at the top. Avoiding the spikes, go up and kill the crocodile and gangster. Go left until you reach the caveman, kill him, then wait for the moving platform. Get on it, go left, then fall down the gap and kill the dog. Fall down the left hand side to meet the level two guardian. Stay tuned for levels three and four.



MAZE MA

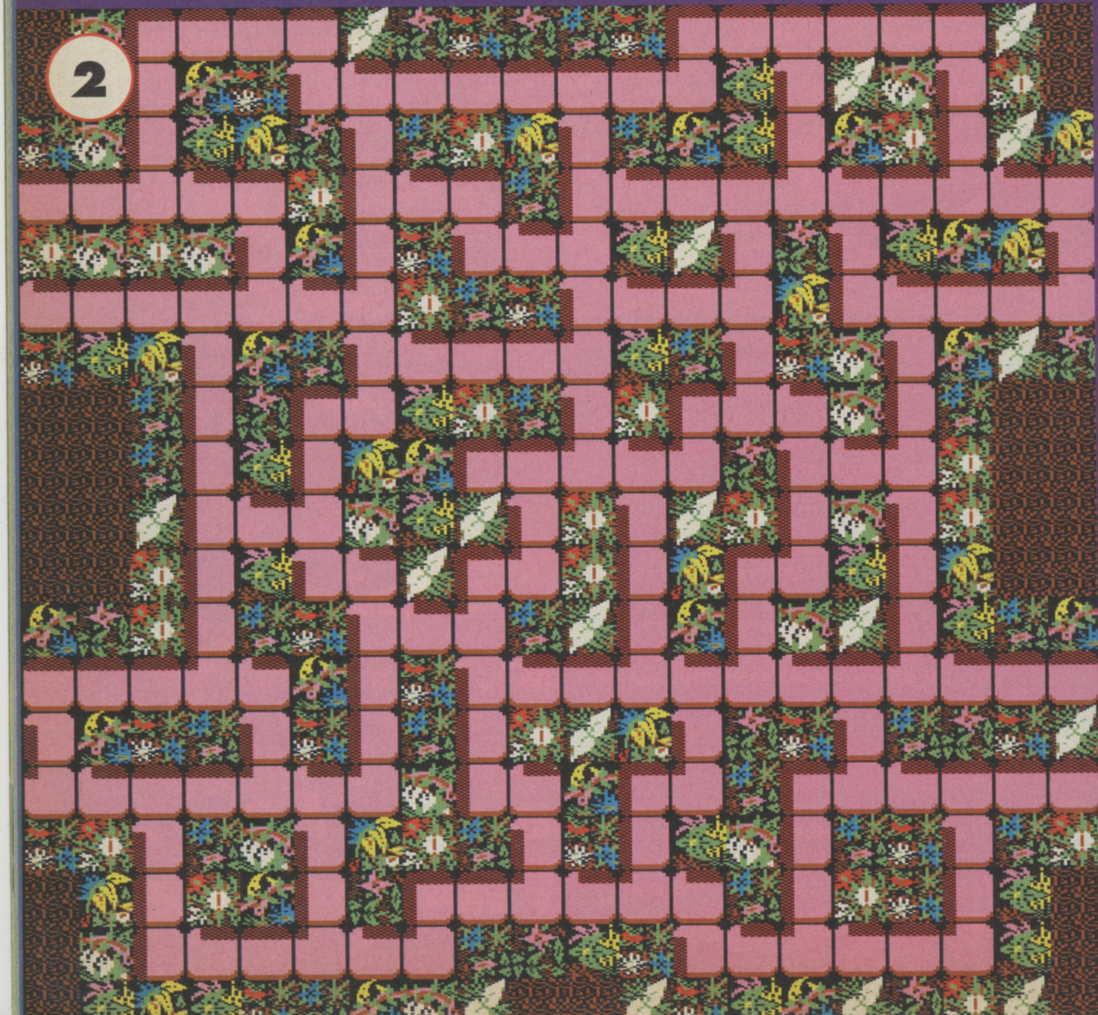
Arguably one of the biggest and toughest PowerPack games, boasting mazes that would make even Richard O'Brien dizzy. That`s why we`ve put together these freakily funky maps and gloriously groovesome tips for the first four levels. You'll 'flippo' over the 'hole' thing!



LEVEL 1

PROCESSING PLANT

This level is a nice introduction to the game, with only a few slow-moving enemies patrolling the maze. Most of the 'double tiles' are found at junctions, so it's often better to complete the level in sections - this will save time and trouble should (or rather when!) you get killed . Above all, you should use this level to practise jumping techniques, as it gets a increasingly difficult from here on - so make sure to learn to flip tiles by landing on them, for example, as there's abolutely no chance to practise later on!

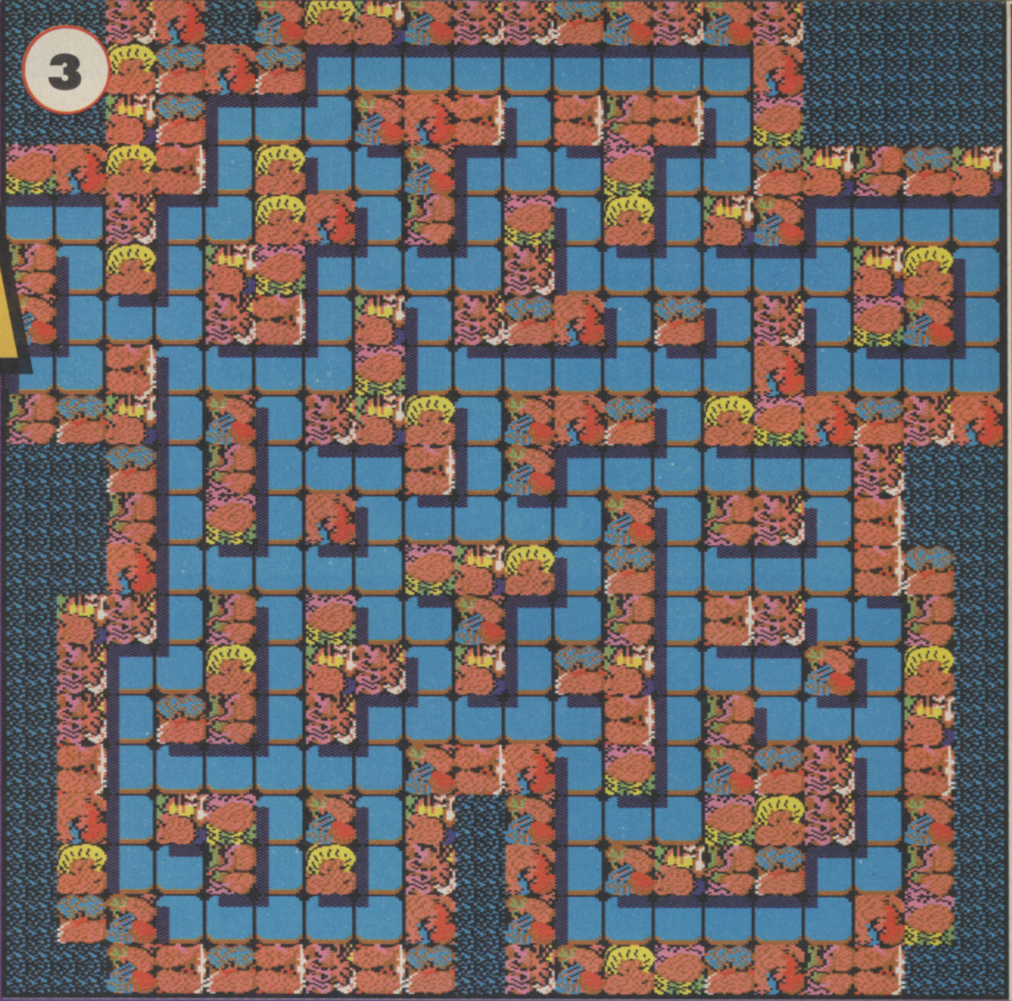


LEVEL 2

VEGETABLE GARDENS

The enemies become a little faster on this level, with some of them following your route through the maze. One useful technique to employ is side switching - it's often easier to run off the side of the maze than get ambushed by a horde of enemies (or if all else fails, jump them!). By now you will have noticed that the location of holes is different every time you play, even though the basic maze layout stays the same. So it always pays to check out the sides of the maze carefully, as it's possible to walk off the left hand side and fall down a hole on the right hand side of the screen!

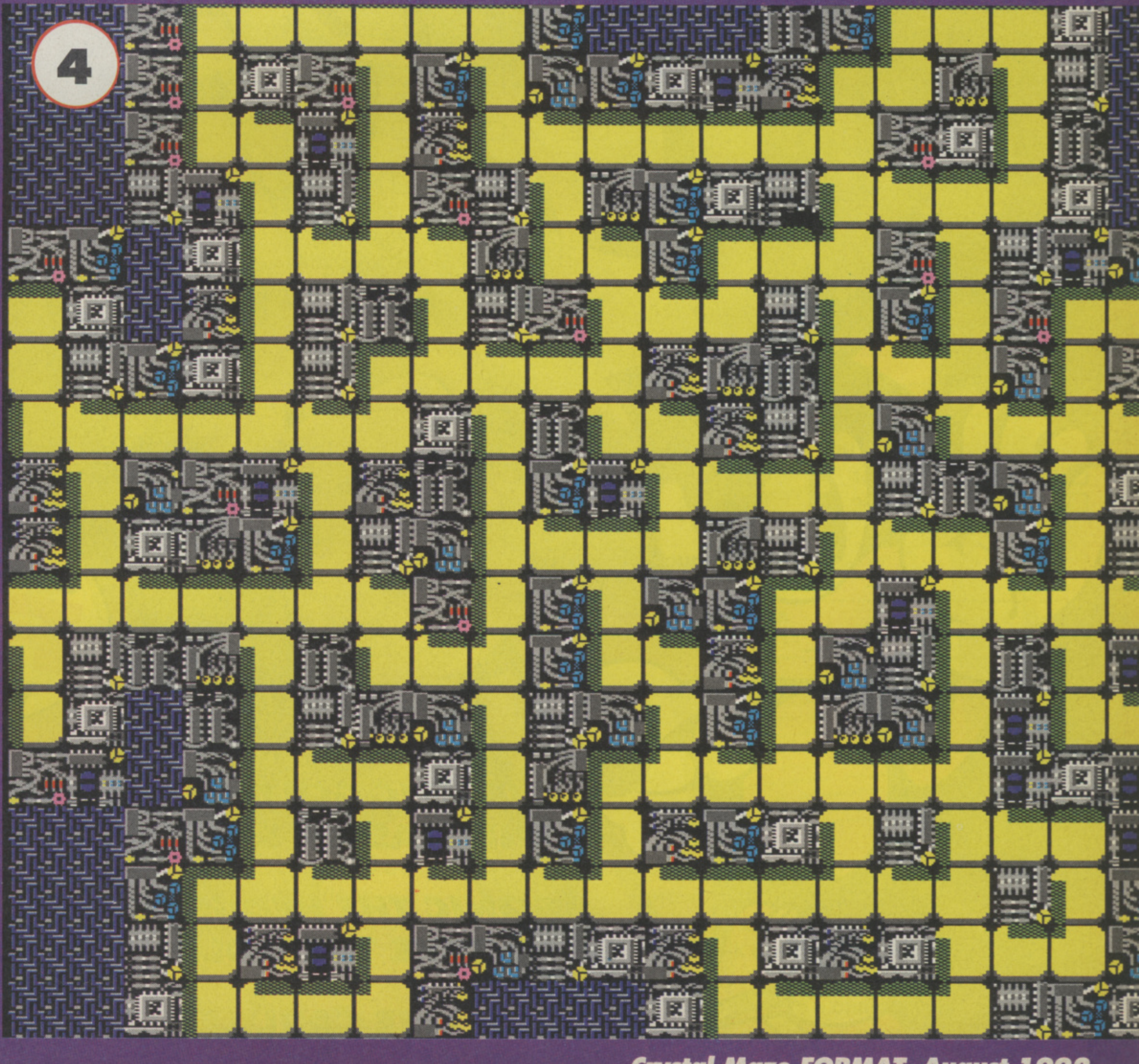
ANIA



LEVEL 3

ORGANIC COMPUTER

Things are getting really tough now, especially as certain tiles can only be flipped by jumping over a hole onto them - which can prove very tricky indeed. The enemies are up to full speed now, which makes keeping Flippo alive even more difficult, and there are even more 'dead ends' to get stuck in (the corners in particular). It's often better a better tacic to stay still rather than keep on the move, as it allows you study the enemies movement patterns and avoid them accordingly. Then just take your time and flip the tiles when you're sure it is safe - as it's ever going to get!



LEVEL 4

NUCLEAR POWER PLANT

This level is a nice example of what to expect for the next 12 levels - utter chaos! The layout of holes is particularly nasty, so if you can spare a life or two it's worth quickly running around the whole maze to check out all the perils and pitfalls. The enemies are the worst problem though, as it gets very confusing when there are five or six of the little devils homing in on you (especially if you have some diagonal jumps to perform). Rather than complete the level as quickly as possible, it pays to preserve your lives by running away from danger, flipping tiles only when safe to do so. "He who flips and runs away, lives to flip another day!"

SEGA POWER

GO FOR GOLD!

GIANT SONIC TIPS POSTER FREE! WITH THE AUGUST ISSUE!

OLYMPIC GOLD: WE REVIEW THE MEGA DRIVE AND MASTER SYSTEM OLYMPICS GAMES!

SONIC THE HEDGEHOG: WE SHOW YOU HOW TO TAKE THE GOLD!

RUN LIKE CARL LEWIS TO YOUR NEWSAGENT FOR *SEGA POWER* ON THURSDAY 2 JULY!

THE GREAT GAMEBUSTERS SURVEY

Ol' Uncle Andy still needs to know what you want from the World's fastest, kickingest and most reliable game cheats this (or indeed the other) side of High Wycombe.

1) What computers/consoles do you own?
a) C64 ☐
b) C128 ☐
c) C128D ☐
d) C64GS ☐
Other (please state)

2) How long have you had your C64?
a) Less than three months ☐
b) 3 - 6 months ☐
c) 6 - 12 months ☐
d) 1 - 2 years ☐
e) 2 - 3 years ☐
f) Over three years (state how long)

3) What hardware do you own?
a) Action Replay ☐
b) Expert cartridge ☐
c) Reset switches ☐
d) Reset cartridge ☐
e) Disk drive ☐
Any others…

4) What hardware do you intend to buy?
a) Action Replay ☐
b) Expert cartridge ☐
c) Reset switches ☐
d) Reset cartridge ☐
e) Disk drive ☐
Any others....

5) How often do you buy full-price games?
a) Weekly ☐
b) Fortnightly ☐
c) Monthly ☐
d) Every two months ☐
e) Every four months ☐
f) Every six months ☐
g) Once a year ☐

6) How often do you buy budget games?
a) Weekly ☐
b) Fortnightly ☐
c) Monthly ☐
d) Every two months ☐
e) Every four months ☐
f) Every six months ☐
g) Once a year ☐

7) How many games did you buy last year?
a) Full price? ....
b) Budget? ....

8) How many games do you own?
Full price:
a) 1 - 10 ☐
b) 10 - 20 ☐
c) 20 - 30 ☐
d) 30 - 40 ☐
e) 40 - 50 ☐
f) 50 + ☐
Budget:
a) 1 - 10 ☐
b) 10 - 20 ☐
c) 20 - 30 ☐
d) 30 - 40 ☐
e) 40+ ☐

9) How useful do you find:
Maps (1-Not at all 5-Very)
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
Screenshot maps
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
Complete solutions
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
Playing tips
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
Listing pokes
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
Action Replay pokes
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
Reset pokes
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
Cheat modes
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

10) How often do you find that the type-in pokes (listings) don't work?
(1-Always 3-Sometimes 5-Never)
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

11) What do you want in Gamebusters?
Action Replay pokes
☐ More ☐ Same ☐ Less
Reset pokes
☐ More ☐ Same ☐ Less
Listing pokes
☐ More ☐ Same ☐ Less
Maps
☐ More ☐ Same ☐ Less
Screenshot maps
☐ More ☐ Same ☐ Less
Complete solutions
☐ More ☐ Same ☐ Less
Playing tips
☐ More ☐ Same ☐ Less
Cheat modes
☐ More ☐ Same ☐ Less

12) What do you like best in Gamebusters?
(Tick three)
a) Action Replay pokes ☐
b) Reset pokes ☐
c) Listing pokes ☐
d) Maps ☐
e) Screenshot maps ☐
f) Complete solutions ☐
g) Playing tips ☐
h) Cheat modes ☐

13) What do you least like in Gamebusters?
(Tick three)
a) Action Replay pokes ☐
b) Reset Pokes ☐
c) Listing pokes ☐
d) Maps ☐
e) Screenshot maps ☐
f) Complete solutions ☐
g) Playing tips ☐
h) Cheat modes ☐

14) Your three favourite games are...
a) ....
b) ....
c) ....

15) Your favourite styles of game are...
a) ....
b) ....
c) ....

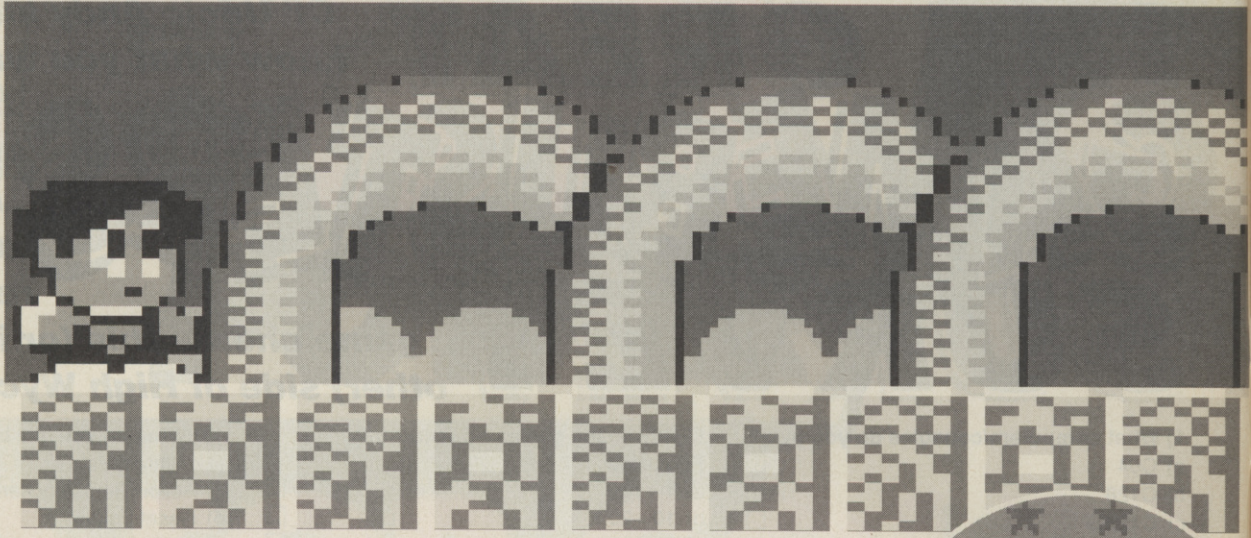
16) How old are you
Under 13 ☐ 13-17 ☐ 18-25 ☐
26-35 ☐ 36-45 ☐ 45+ ☐

Your name
....
Your address
....
....
....

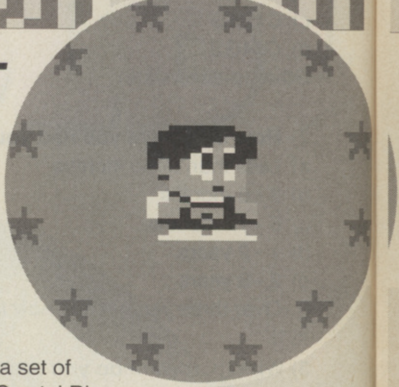
Postcode ....

And just you make it worth your while we've decided to give away two free subscriptions and 10 Roger Frames T-shirts to 12 folk drawn randomly from the hat on 31 August. So get those entries in fast or you won't have a chance to win these goodies or express your opinion.

RAINBOW ISLANDS



A crock of gold may not be waiting, but special features and bonuses are yours for the taking. Follow Andy Roberts through the last part of our* Rainbow Islands *guide.



FEATURES

Features are a bit like power-ups, in that each one improves or adds to Bubby`s existing powers. Every third creature killed will leave behind a feature, as opposed to a bonus or gem, regardless of the way the enemy was killed.

A feature remains on screen for five seconds. There are seven different features altogether, and they appear in the following sequence:

MAGIC SHOE
POINTS: 100
Effect - Bubby can walk almost twice as fast as normal.

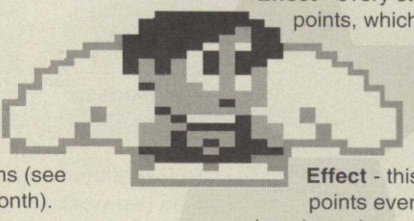
RED POT #1
POINTS: 100
Effect - this increases the power of the rainbow, making Bubby fire two rainbows instead of one.

YELLOW POT
POINTS: 100
Effect - this increases the speed of the rainbow, whereafter they fire twice as quickly.

RED POT #2
POINTS: 100
Effect - this increases the power of the rainbows even further, making Bubby fire out three radiant rainbows.

YELLOW MAGIC STAR
POINTS: 100
Effect - on contact with Bubby, the star throws out an arc of seven smaller stars, which kill anything they touch.

CRYSTAL BALL
POINTS: 5,000
Effect - this breaks the disguise spell, making enemies appear in their true forms (see `INHABITANTS` last month).



RED MAGIC STAR
POINTS: 200
Effect - like the Yellow Star, this throws out a circle of 12 smaller stars, again killing any creatures they touch.

SPECIALS

Specials, too, stay on screen for five seconds. They are awarded when certain tasks have been performed a set number of times. Every eighth feature left behind is a special - that means Bubby has to kill 24 enemies to get one! There are 17 different specials, each offering an array of effects - but only one special is awarded per round, even if you do kill another 24 creatures.

Specials also appear under a set of priorities; the Crystal Ring has the highest priority, the Blue Lamp the lowest. As the program can only have one special at the ready, a low priority special would be replaced by a higher one if Bubby earned it before killing enough creatures.

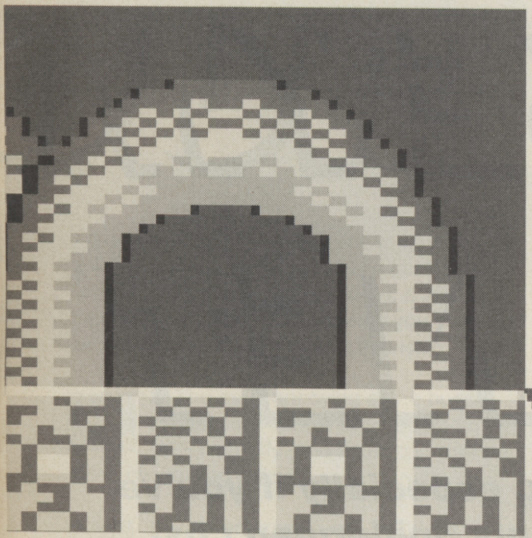
CRYSTAL RING
POINTS: 1,000
Cause - collect three Red Pots.
Effect - every step Bubby takes earns him 10 points, which last till the end of the round.

AMETHYST RING
POINTS: 1,000
Cause - collect all three Yellow Pots.
Effect - this rewards you with 1,000 points every time you land (after a jump), again until the end of the round.

RUBY RING
POINTS: 1,000
Cause - collect three Magic Shoes.
Effect - this ring earns you 1,000 points every time a rainbow's created until the round ends.

HOLY COMET
POINTS: 10,000
Cause - collect any two crosses.
Effect - this randomly selects an effect based on the Green Tiara, Clock, Cross of Rainbow, Cross of Thunder, or the Red Lamp.

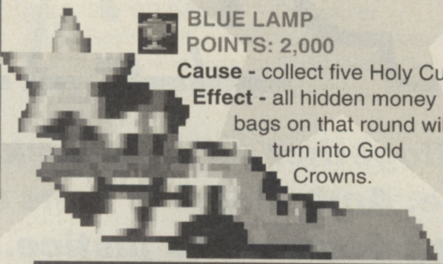
CROSS OF RAINBOW
POINTS: 3,000
Cause - collect any three lamps.
Effect - this equips Bubby with four (!) fast rainbows, but only until the end of the round.



RED LAMP
POINTS: 2,000
Cause - collect 20 Red Magic Stars.
Effect - causes five giant money bags (worth massive100,000 points each) to drop down from the sky.

YELLOW LAMP
POINTS: 2,000
Cause - collect 10 Yellow Magic Stars.
Effect - all hidden bonus objects on that round will turn into money bags.

BLUE LAMP
POINTS: 2,000
Cause - collect five Holy Cups.
Effect - all hidden money bags on that round will turn into Gold Crowns.



CROSS OF THUNDER
POINTS: 3,000
Cause - collect any two rings.
Effect - nine lightning bolts hurtle down the screen, killing anything in their path.

MAGIC CAPE
POINTS: 1,000
Cause - Bubby dies 10 times.
Effect - makes Bubby invincible for a round.

HOLY CUP
POINTS: 500
Cause - collect any 15 pots.
Effect - everything on screen is killed - a smart bomb, effectively.

PEACOCK FEATHER
POINTS: 400
Cause - six `Hurry!` messages.
Effect - a Guardian Angel appears and spins around Bubby 16 times, killing any creatures on contact.

BOOK OF WINGS
POINTS: 4,000
Cause - collect eight Magic Shoes.
Effect - Bubby is equipped with wings, enabling him to fly until the end of the round.

CLOCK
POINTS: 3,000
Cause - collect any three Tiaras.
Effect - freezes all the enemies for 8 seconds.

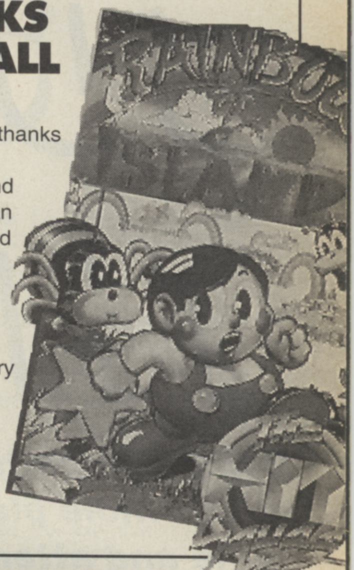
BLUE TIARA
POINTS: 1,000
Cause - crush 120 creatures with the rainbow.
Effect - flashing magic stars will rain down the screen for eight seconds, killing any creatures on contact.

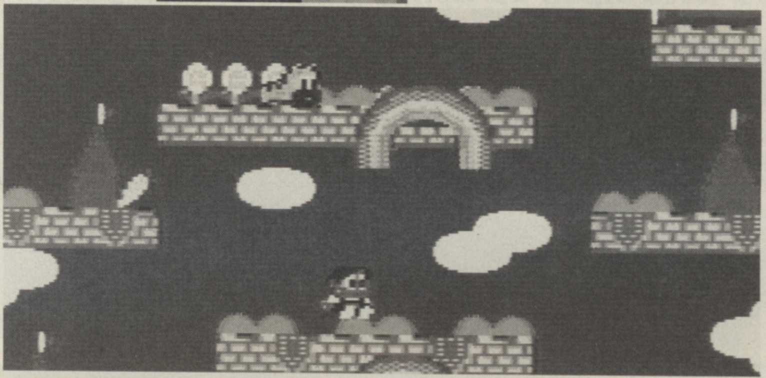
GREEN TIARA
POINTS: 2,000
Cause - use Guardian Angel to kill 20 creatures.
Effect - every time a rainbow is broken, it releases a red starburst - lasts for 16 rainbows.

RED TIARA
POINTS: 3,000
Cause - kill 30 baddies with a Yellow Magic Star.
Effect - This releases a red starburst every time Bub jumps, to a maximum of eight jumps.

THANKS AND ALL THAT

Many, many thanks to Andrew Braybrook and Gary Foreman from Graftgold for their invaluable assistance, and a big cheers to Gary Penn for his inspirational features in *Amiga Power*.



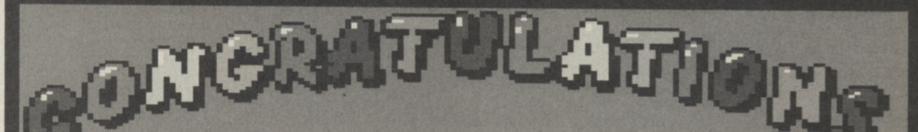


Rainbow Islands **will never have you tearing your hair out again! Every secret has been revealed. So get island island hoping, and by using your bonuses start attacking that magical 13 million point score!**

THAT'S ALL FOLKS!

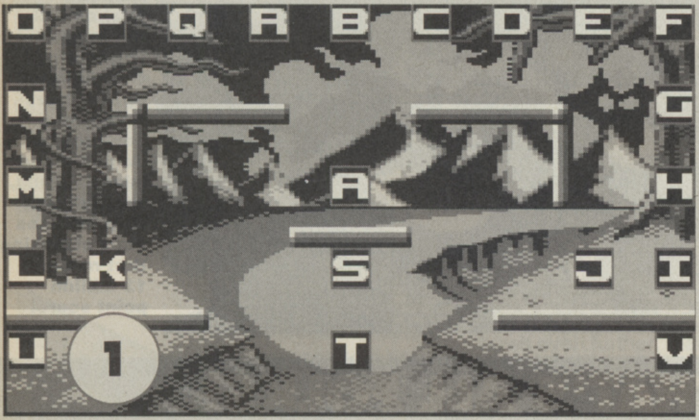
The original Taito arcade game featured 10 levels, but the final three (Magical Island, Darius Island, and Bubble Island) were dropped from the conversion. This means that the C64 version only has two possible endings, as opposed to the original`s three (the third being to complete all 10 islands). The first method of completing the game is simply to finish all seven levels - the end sequence then tells you how to accomplish the second.

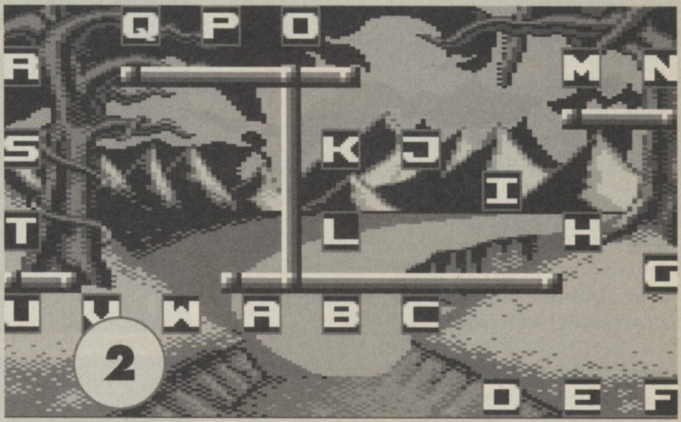
Complete *Rainbow Islands* with all seven large gems in your possession - this lets you see the `proper` end sequence, and gives you a hefty 1,000,000 points bonus. Regardless of how you complete the game, 1,000,000 points are given for each life remaining (up to a maximum of 9,000,000!!), and the best score you can possibly hope to reach is around 13,000,000 points.

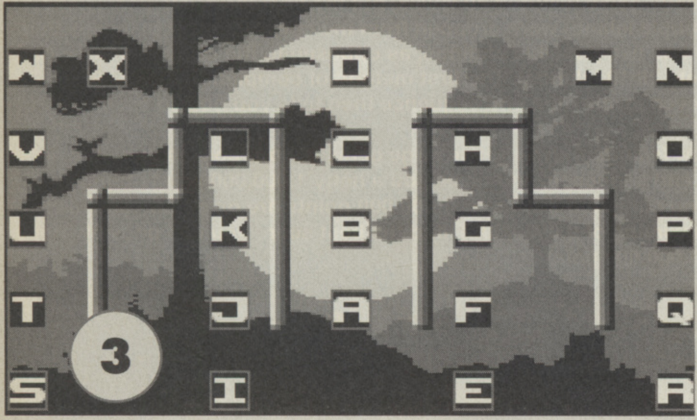


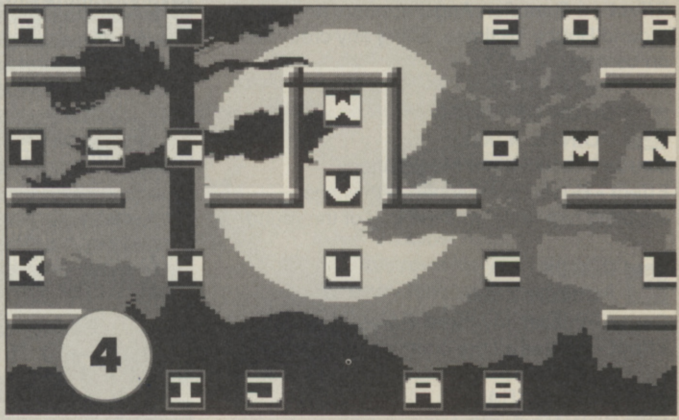
SUPER SEYM
THE PLANET

Being a superhero isn`t altogether an easy task, especially if you`ve got a whole planet to save. Andy Roberts dons his Spiderman costume and attempts to bring Seymour to justice...

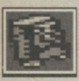


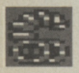


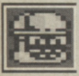


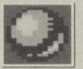


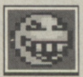
THE ENEMIES

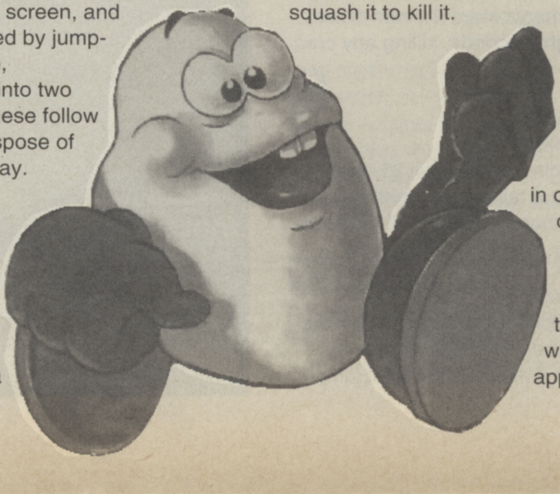

1. This docile little chap wanders back and forth, and is easily killed by jumping on him. He often appears in the most awkward places, though.

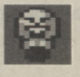

2. This also walks back and forth along its designated platform, and again can only be killed by jumping on it. You`ll often encounter this beastie at the very top of the screen.


3. The Snapper, as it is commonly known, moves about the screen in small bounces. It`s relatively harmless, and is also killed by squashing.

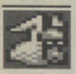

4. This enemy follows Seymour around the screen, and can be killed by jumping on it from above, whereupon it splits into two smaller spheres. These follow Seymour too, so dispose of them in the same way.


5. Very similar to the Snapper, this creature bounces around the screen aimlessly, but has a higher bounce height. As before, you have to squash it to kill it.

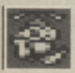



6. This is the first enemy which has to be hit from underneath in order to kill it. This one also homes in on Seymour, albeit very slowly, so it pays to take extra care when he first appears on-screen.

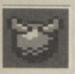
OUR SAVES



7. This also tracks you around the screen, faster and more accurately than the previous enemy. It also pauses quite frequently, allowing you vital seconds to kill it (from below, that is).



8. The most annoying of the bunch, this blighter homes in on Seymour VERY quickly, and again can only be killed by jumping below it.



9. This enemy will self-destruct when Seymour gets near enough, but make sure you don`t get too close - it`s lethal to the touch.

COLLECTABLES

SUPER SPIT – This is an extremely handy weapon to have, especially on levels with dead ends. Be cautious, however, because ammunition tends to run out in the heat of the battle.

SUPER SPRINT – This allows Seymour to run and jump much faster than normal, and lasts for 30 seconds. Quite useful, but never appears when you need it!

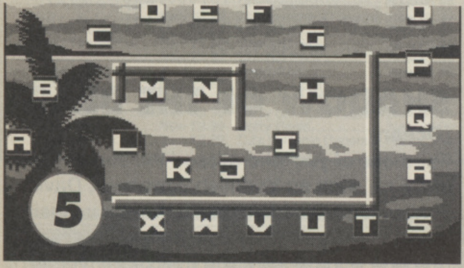
SUPER SNARE – A life saver. When fired, it bounces around the screen taking out any enemies in its path. This is particularly useful when the screen is littered with aliens of all types – all you have to do is jump on the carcasses.

SUPER DUPER LEAP – Equipped with this, Seymour is capable of leaping tall buildings with a single bound (I'm sorry, I just couldn`t resist it). The number of jumps is limited, though, and they run out rather quickly as well.

EXTRA LIFE – This adds an extra life to Seymour`s current supply, and experienced players should be able to pick up at least two on every level.

EXTRA BONUS – The amount of extras which you collect on a level is multiplied by the remaining bonus when the level is completed. For example, if you manage to collect five extras, the end of level bonus will be multiplied by five.

MYSTERY – This randomly selects one of the above features, more often a weapon than an extra life or bonus.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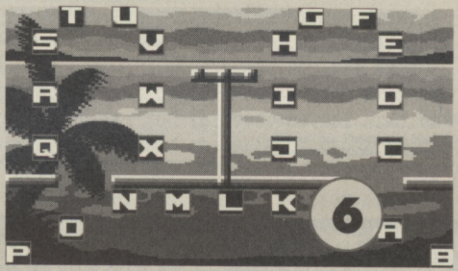
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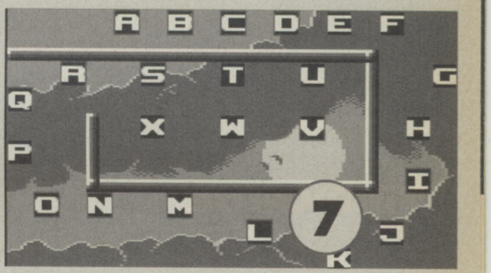
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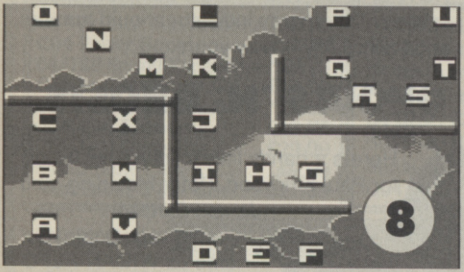
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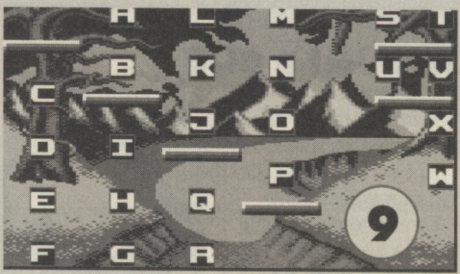
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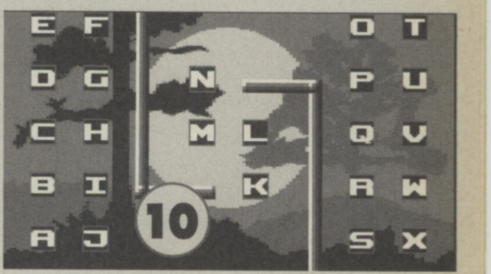
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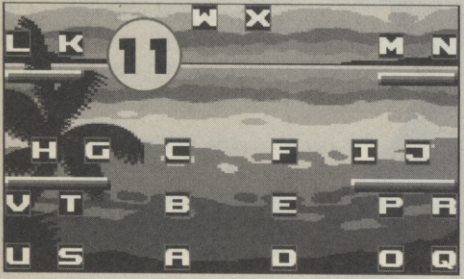
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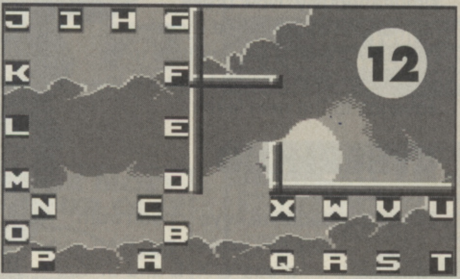
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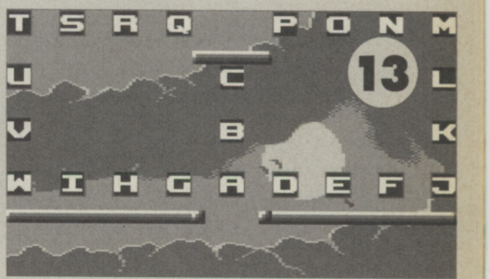
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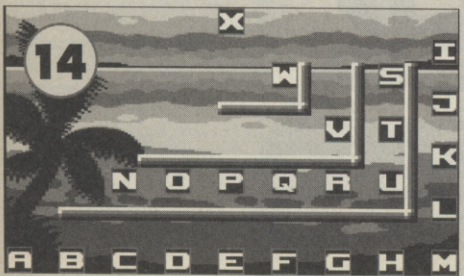
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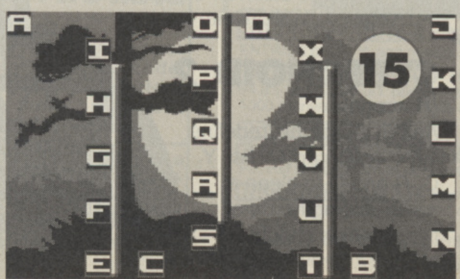
X I W S J V T K N O P Q R U L A B C D E F G H M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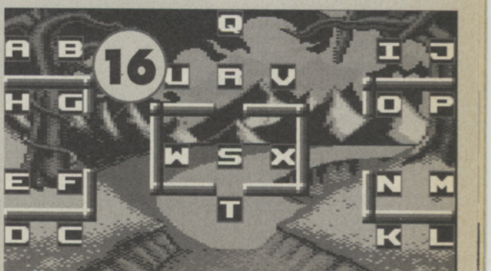
A O D J I X P K H W Q L G V R M F U S N E C T B


16
Q A B U R V I J H G O P W S X E F N M T D C K L

SAMARITAN'S CORNER

HEROES OF THE LANCE

(Kixx)

This absorbing RPG romp is a tad tricky in places, as Steven Peers and Andrew Banks have discovered. so they should find this infinite energy listing invaluable.

```
0 REM HOTL CHEAT BY MARTIN PUGH
1 FOR X=525 TO 552:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2878 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 525
4 DATA 032,086,245,169,024,141,086,009
5 DATA 169,078,141,088,009,076,016,008
6 DATA 072,077,080,238,032,208,169,185
7 DATA 141,177,026,096
```

VINDICATOR

(Imagine/Hit Squad)

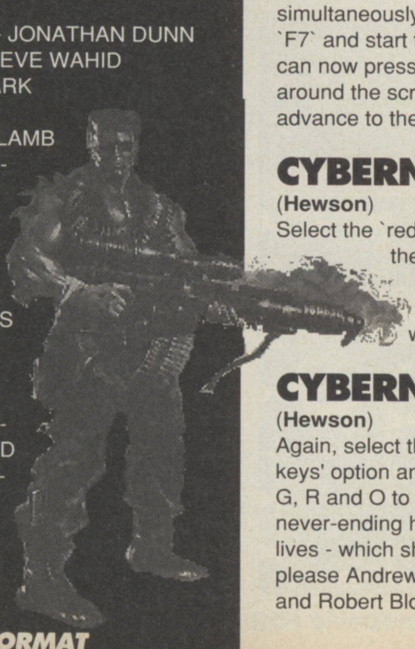
Bit of a difficult game, this one. Well, let`s face it, if you don`t know the names of any OCEAN programmers you`re up the creek without a rowing implement. So here are the passwords and anagrams, as requested by Keith Coleman, Richard Padgett, Dean Luxton, and Chris Callaghan.

PASSWORDS

Level 2 - ENOLAGAY
Level 3 - OPPENHEIMER

ANAGRAMS

NATHAN JUNNOD - JONATHAN DUNN
SIV WETHEAD - STEVE WAHID
SAM N JOKER - MARK JONES
EMIL BAKA - MIKE LAMB
NEAT KEVIN LANE - KANE VALENTINE
RON H VAIN - IVAN HORN
ALUN O SPEW - PAUL OWENSWOL
DRAINSMEL - MILES ROWLAND
KANE WARDD - DAWN DRAKE
DR ANTONI CLAIM - MARTIN MCDONALD
SEAN JIM HAGGIS - JAMES HIGGINS
ROBIN TUMSEL - SIMON BUTLER



IO

(Zeppelin)

This has to be one of THE toughest games around, so it`s not surprising that Fom Rans, Nathan Forbes, and Frank Seferlis wrote in for a cheat. And as if by magic...

```
0 REM IO CHEAT BY MARTIN PUGH
1 FOR X=272 TO 343:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7590 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 334,173
4 INPUT "INVINCIBILITY Y/N";B$:IF B$="Y"
THEN POKE 339,169
5 POKE 157,128:SYS 272
10 DATA 032,044,247,169,005,141,060,003
11 DATA 141,064,003,169,004,141,062,003
12 DATA 032,108,245,162,000,189,168,004
13 DATA 157,168,002,189,168,005,157,168
14 DATA 003,232,138,208,240,169,032,141
15 DATA 061,003,169,074,141,062,003,169
16 DATA 001,141,063,003,076,168,002,072
17 DATA 077,080,141,014,221,169,189,141
18 DATA 029,098,169,201,141,138,105,096
```

BOUNTY BOB

(US Gold)

Here`s a rather nifty code for this classic, especially for Robert McDowell. On the game adjustment screen, enter special code 57,502 and then press `A` and `F3` simultaneously. Now press `F7` and start the game - you can now press `F` at any time to fly around the screen - and use `Q` to advance to the next level!

CYBERNOID

(Hewson)

Select the `redefine keys` option from the title screen and then press Y, X, E and S. You can now start the game with infinite lives.

CYBERNOID 2

(Hewson)

Again, select the 'redefine keys' option and press Y, G, R and O to glean a never-ending horde of lives - which should please Andrew Banks and Robert Block.

JACK THE NIPPER 2

(Multimixx 5)

Anthony McGonnell, Mark Bloomer, David Dunphy, B. Greenmill, and Lee Mullan wrote in for help with this hilarious game. Type in this listing and RUN it for infinite lives.

```
0 REM JTN2 CHEAT BY WAZ
1 FOR X=336 TO 371:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4121 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 336
4 DATA 032,086,245,169,032,141,151,008
5 DATA 169,101,141,152,008,169,001,141
6 DATA 153,008,076,016,008,206,032,208
7 DATA 238,032,208,169,173,141,170,199
8 DATA 096,087,065,090
```

SHADOW OF THE BEAST

(Ocean)

For those of you who missed the cheat mode in *CF13*, such as Veemish Jowaheer, David Grailey, and David Fitzpatric, here it is again in glorious Corner-vision. On the title screen (the one with the scrolling message) type in HOW SAD BE THE FATSO complete with spaces. The energy indicator should turn red, and invincibility is now yours.

GHOULS `N` GHOSTS

(Kixx)

Here`s a handy little infinite lives listing for Paul Kirkwood, Peter Moulding, and James Simpson. Alternatively, enter your name as WIGAN RLFC on the hi-score table - you can now press `A` to bring back your armour and `S` to skip the current level. And you can also pretend that Martin Offiah's been round!

```
0 REM G&G TAPE CHEAT BY WAZ
 1 FOR X=384 TO 423:READ
  Y:C=C+Y:POKE X,Y:NEXT
   2 IF C<>4262 THEN PRINT
  "DATA ERROR":END
   3 POKE 157,128:SYS 384
    4 DATA 032,086,245,169,168,
141,208,008
    5 DATA 169,057,141,209,008,
     076,016,008
       6 DATA 169,157,141,041,
      192,169,001,141
       7 DATA
       042,192,076,000,
       192,169,165,141
       8 DATA 046,042,141,
       036,054,076,000,138
```

GAME-PLAY BLUES?

If you`re having problems with any game, no matter how old, then help is at hand. Jot your request down on a postcard/stuck down envelope (along with your full name and address) and send it to; Samaritan's Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. Include the name of the game, the publisher, and your problem - we`ll do our best.

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POWER PACK

ANCIPITAL

Another month, another Powerpack, another weirdo-psychedelic Jeff Minter game, and yet another pounding Pugh POKE. Type it in, SAVE it, then RUN it for infinite lives and strength.

```
0 REM ANCIPITAL CHEAT BY M PUGH
1 FOR X=516 TO 541:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2858 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 516
4 DATA
032,086,245,169,019,141,207,003
5 DATA
206,208,003,096,072,077,080,169
6 DATA
173,141,019,068,141,110,084,076
7 DATA 230,003
```

AQUABLASTA

Not a bad little shoot-`em-up, but some of the later stages are tough to say the least (*the least –Ed!*) – if you can`t get that far, try this listing...

```
0 REM AQUABLASTA CHEAT BY M PUGH
1 FOR X=516 TO 563:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4610 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 516
4 DATA
032,086,245,169,019,141,207,003
5 DATA
206,208,003,096,072,077,080,169
6 DATA
002,141,113,009,076,230,003,169
7 DATA
076,141,139,008,162,075,160,064
8 DATA
076,043,002,162,000,160,096,142
9 DATA
140,008,140,141,008,076,027,008
```

CATALYPSE

A good demo but none too tough. If you're still having a hard time, though, then type in this shortie and you'll be laughing all the way to end-of-level bad guy!

```
0 REM Catalypse Cheat by M Pugh
1 FOR X=516 TO 538:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C IS UNEQUAL TO 2429 THEN PRINT
"DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA
032,086,245,169,019,141,207,003
5 DATA
206,208,003,096,072,077,080,169
6 DATA 096,141,022,048,076,230,003
```

FRAME
BUSTERS

Why take two cheats into the shower, when one will do? Now with new Framebusters Warren Pilkington just 'pokes and goes'.

USING THE MULTIHACK

First, carefully type in the `Multihack Listing`, check it for errors, then SAVE it for future use. To use the listing, simply add the dataline of the game you wish to cheat on. Let's take *Bigfoot*, for example. LOAD up the multihack listing, add the *Bigfoot* dataline (line 20), then type RUN and insert the rewound *Bigfoot* cassette – it's as simple as that. Many of the games have more than one dataline, so be sure to type them all in. And check out further datalines here each month – we`ll be printing 'em 'til the cows come home…

```
0 REM CODEMASTERS MULTIHACK LISTING
1 REM BY WARREN PILKINGTON
2 FOR X=512 TO 580:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>7483 THEN PRINT "DATA ERROR":END
4 READ Y:IF Y=-1 THEN POKE 157,128:SYS
512
5 POKE X,Y:X=X+1:GOTO 4
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096
```

Advanced Pinball Simulator (Infinite balls)

```
20 DATA 169,189,141,221,017,096,-1
```

Arcade Flight Simulator (Infinite lives)

```
20 DATA 169,165,141,157,188,141,253,188
21 DATA 096,-1
```

Armourdillo (Infinite time and energy)

```
20 DATA 169,234,141,002,142,169,096,141
21 DATA 113,139,096,-1
```

ATV Simulator (Infinite time)

```
20 DATA 169,000,141,051,022,096,-1
```

Bigfoot (Infinite lives)

```
20 DATA 169,173,141,214,109,096,-1
```

Big Nose's USA Adventure (Infinite lives)

```
20 DATA 169,234,141,091,019,096,-1
```

BMX Simulator (Infinite time)

```
20 DATA 169,000,141,113,054,096,-1
```

BMX Simulator 2 (Infinite time)

```
20 DATA 169,000,141,244,033,096,-1
```

Bubble Dizzy (Infinite lives)

```
20 DATA 169,173,141,062,102,096,-1
```

Championship Jetski (Infinite time)

```
20 DATA 169,189,141,250,083,096,-1
```

CJ'S Elephant Antics
(Infinite lives and bombs)

```
20 DATA 169,181,141,079,024,169,189,141
21 DATA 159,077,096,-1
```

CJ in the USA (Infinite lives and bombs)

```
20 DATA 169,096,141,247,053,169,189,141
21 DATA 208,094,141,007,101,096,-1
```

Dizzy (Infinite lives)

```
20 DATA 169,173,141,253,045,141,070,062
21 DATA 096,-1
```

Dizzy Down the Rapids
(Infinite lives and bullets)

```
20 DATA 169,080,141,030,009,169,002,141
21 DATA 031,009,096,169,000,141,126,127
22 DATA 141,150,145,076,027,008,096,-1
```

Dizzy Panic (One object per level)

```
20 DATA 169,080,141,080,004,169,002,141
21 DATA 081,004,096,162,000,169,001,157
22 DATA 222,054,169,000,157,223,054,232
23 DATA 232,224,040,208,240,162,000,169
24 DATA 234,157,036,048,232,224,008,208
25 DATA 246,076,016,008,-1
```

Dizzy – Prince of the Yolkfolk
(Infinite lives and energy)

```
20 DATA 169,173,141,123,036,141,091,047
21 DATA 096,-1
```

Fantasy World Dizzy
(Infinite lives and invincibility)

```
20 DATA 169,173,141,180,037,169,014,141
21 DATA 120,037,169,007,141,127,037,169
22 DATA 000,141,134,037,096,-1
```

Fast Food Dizzy (Infinite lives)

```
20 DATA 169,173,141,119,069,096,-1
```

Fruit Machine Simulator (Infinite credits)

```
20 DATA 169,173,141,079,131,096,-1
```

Look out for more datalines next month (and the month after that, and the month after…)!

Occasionally, the stress gets to us all. Sometimes the tension of living in this modern world, with its low-temperature wash'n'go non-biological menu masters (specially shaped for the way you live today), really gets us down. So how does the CF crew relax?

POWERPLAY

TRENTON WEBB

"I bought a plasma-ball. The idea was that I touched it gently every night. But I knocked it off its stand. It rolled into the curtains and set them alight. It then trundled across the room and torched the video, the telly and the Scalextric. The firemen later said I looked very relaxed when they arrived, so the ball does work."

JAMES LEACH

James put one of those bead seat-covers in his car. "It's supposed to massage your back as you drive. It was very nice until I came to an unexpected junction. I hit on the brakes, rolled off the seat and ended up with my head trapped under the clutch and brake pedals. How the police laughed when they arrived..."

ROGER FRAMES

"Bah! I'm too poor to relax. I have to review budjit games for Trenton in my spare time, so I never get the chance to put my feet up. I've got loads of homework to do as well. I've got to work out pi to 8 million decimal places, as well as calculate the mass of everything in the solar system. It'll take me hours! Rats!"

ANDY ROBERTS

"I relax by using mind over matter techniques. Firstly, I lower my body temperature to 3°. Then I reduce my heartbeat to 5 kerthumps per minute. And then I cease all brain-wave activity. Amazingly, I find that in this incredibly unconscious state I can enjoy watching *Little House on the Prairie.*

OLLIE ALDERTON

Nobody knows what Ollie does to relax. But there are rumours. Trent once saw him trying to hit squirrels in the park with a bass-guitar. And Cathy spotted him pretending to be Madonna and trying to impress two French girls. Oh, and James saw him asleep on a bench at the bus-station a week ago. Sad, really.

LISA NICHOLLS

"I relax by inviting top Hollywood stars to my palatial ranch in Texas. We eat caviare, drink top-quality champagne and discuss my priceless fine art collection."

I know what you're thinking readers, but we've seen Lord Lichfield's photos of these events, and Lisa really does host this sort of party at her many houses.

CATHY PARNHAM

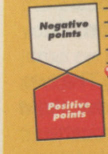
Cathy took up judo and karate to unwind after a hard day's work. "There's nothing more satisfying than throwing a fifteen-stone security guard over your shoulder. My combat skills mean I never have trouble with Geordie footballers in clubs. Not after I damaged that Paul whatsisname last year. I got away with it too."

THE MIGHTY BRAIN

"I must confess, I like to relax by playing little tricks on people. For example, I impishly created a large explosion in the centre of the universe a while ago. Scientists are still puzzled now! (Ho ho). My latest prank is to alter Roger Frames' homework assignments, making it immensely tough, even for NASA specialists with egg-shaped bonces."

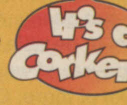
Bits'n'Bobs

Commodore Format's review system is ridiculously, childishly simple. No, really. It is unbelievably basic. But boy, does it work a treat. And you can be sure that if we say a game is good, then it's good. Thing is, we've seen millions of C64 games and we've really got their quality sussed. So you'd better believe us. We'll also tell you what the good points are and what the miserable bits are. Stuff, in fact, that you'll need to know...



CF RATINGS

When you arrive at the end of a review you'll see one of these lovingly-designed doofers. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, showing a good game's strong points, and vice versa.

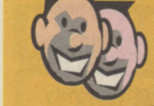

It's a Corker!

All this is a jolly good idea (despite it being Stevie J's brainchild).

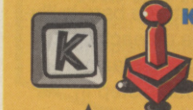
Anyway, if you see a game review featuring this symbol, it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look (and a possible buy).

GAME ICONS

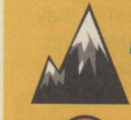
Although it's a hassle for us, we use a few dead clever 'tell–at–a–glance' icon thingamyjigs so you can, er, tell at a glance what standard features each game contains.



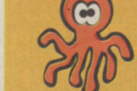
FACE – Number of players. The more heads, the more people can play.



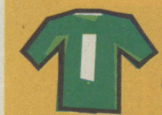
KEYBOARD / JOYSTICK – A bit obvious really. It signifies the control mechanisms.



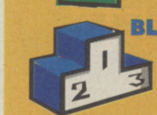
MOUNTAINS – If you can see a mountain, it means there are difficulty levels.



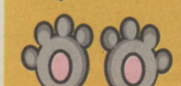
OCTOPUS – Multiload, the game is in bits if the octopus appears (tape users beware).



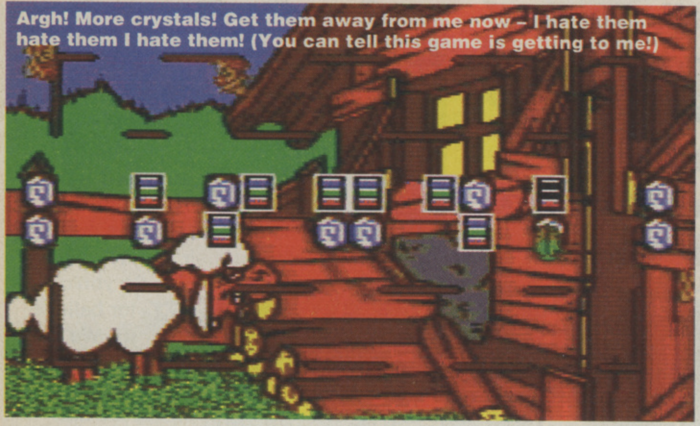
GOALIE'S SHIRT– This means there's a save option available (smirk, smirk).



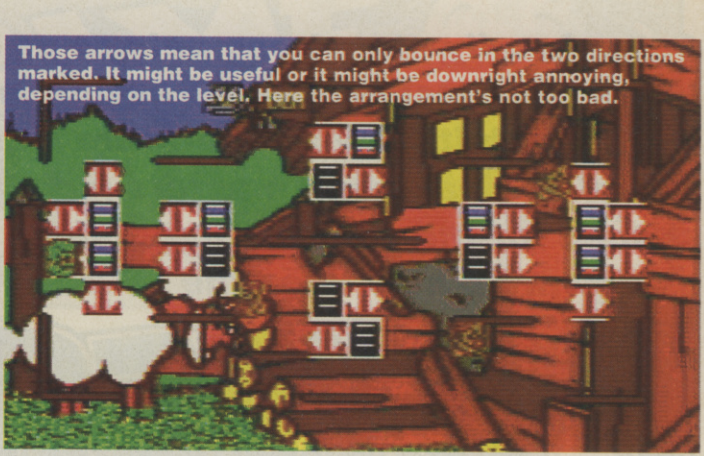
BLOCKS – You can prove to all your friends how miserably poor you are at a game by using a hi-score table.



PAWS – Magnificent joke, eh? This amusing icon means there's a pause mode.



Argh! More crystals! Get them away from me now – I hate them hate them I hate them! (You can tell this game is getting to me!)



Those arrows mean that you can only bounce in the two directions marked. It might be useful or it might be downright annoying, depending on the level. Here the arrangement's not too bad.

Cold-blooded reptiles seem to be all the rage ever sin those Turtles™. So, here come the Twins, Punk and F with their kickin', chillin' brand of hipness. But are th enough to impress that warm-blooded mam

James Leach?

COOL CRO

Despite all the radness built into *Cool Croc Twins*, the plot is pretty much the same sort of thing you've seen about 1.3 million times before. The two main characters are both in love with the same girl, called, for some reason, Daisy Crocette. Well, she's not really a girl, more of a hideous swamp-dwelling reptile with rotting meat stuck in her teeth and little birds pecking away at her cracked, scaly skin. For the purposes of cuteness, though, we'll call her a girl.

But Punk™ and Funk™, our heroes, love her dearly. And the only way they seem to be able to win her heart is by switching on lots of weird lights arranged into banks of three. Of course.

Right. There are 10 worlds, each with six levels (making, erm, 60 screens in total. A goodly number I trust you'll agree). Each level is just one screen large, and has its own particular combination of platforms, lights, blocks and baddies. Each level within a world has the same background, and the backgrounds change only when you enter a new world. Don't worry, it's not that confusing and you won't be expected to know this for an exam.

What the crocs have to do is rush around the screen – up the sides or even upside down if they like – and bounce on the lights. Every time they hit a light, one of its three bars is illuminated; they have to bounce on each light three times to get the whole thing blazing.

But this is where the baddies step in. As well as chasing you around the screen, they occasionally visit the lights themselves and switch off the ones you've just turned on. Annoying? Yep, as annoying as having a next-door neighbour who plays Meatloaf at three in the morning and encourages his four Alsatians to bark along to the music into a set of amplifiers pushed right up against your wall.

Luckily you can kill the baddies. How? Simply by jumping on them. If you catch them in mid-air you get 1,000 points and they disappear (only to re-emerge a few seconds later, though).

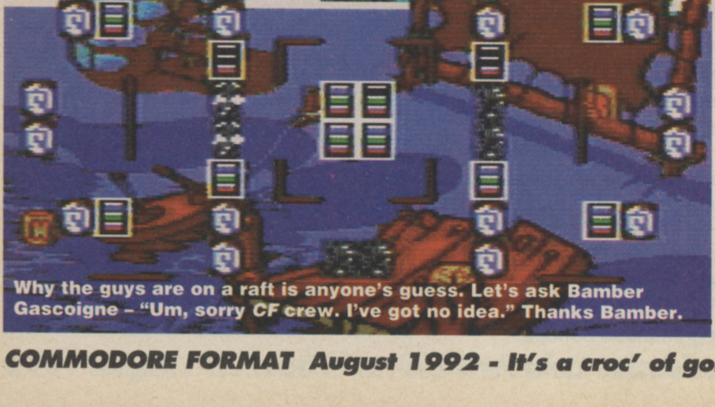
So as well as switching on all the lights, you've got to avoid the baddies, while following them and making sure you switch on all the lights they turn off. You also have to choose carefully when to jump on the baddies to get loads more points and remove them from the arena for a few valuable seconds. If you time it right, you can then rush around putting all the lights back on to try to finish the level before they return to do more damage.

Oh, sure, it's frantic, and you get so annoyed by the nasties

It's a lot for one crocodile to manage. Luckily there are two of them. Or rather not very luckily, because the fiendish programmers have set the game up so that each croc has to switch on every light, which doubles the amount of work that has to be done. What a depressing thought.

But once you get the hang of it, *Cool Croc Twins* becomes a very enjoyable game to play. Oh sure, it's frantic, and you get so annoyed by the nasties who undo all your work that you have to stuff old socks in your mouth to stifle the screams, but this is all part of the fun (honestly).

It's dead tricky, because if you run along the bottom of the screen, up one of the walls and across the top, you've got to get used to the fact that you may still be pushing the

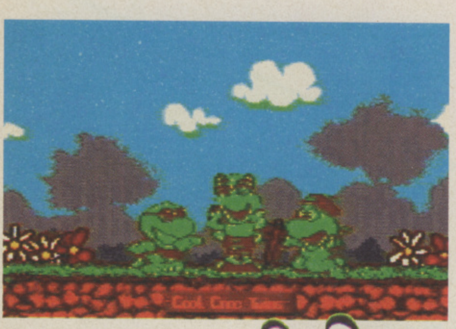


Why the guys are on a raft is anyone's guess. Let's ask Bamber Gascoigne – "Um, sorry *CF* crew. I've got no idea." Thanks Bamber.

Ha! Got this level beaten. There's a great feeling of satisfaction when you finally hammer a level down and you haven't lost a single life.

er since
and Funk,
re they cool
mammal

OC TWINS



Daisy, the wrinkled object of Punk™ and Funk™'s affections. Wow! What a looker... (NOT!)

joystick right, but because you're upside down, you're actually travelling left – the controls are effectively reversed.The same goes for the platforms which the crocs can also hang upside down from, so you need to be careful which way you yank your joystick.

Bouncing around the screen is fun. To make the crocs bounce you just hit your fire button; if you keep it held down you can't be killed, because if a baddie hits you when you're in the air, he dies. Unfortunately you can't move around when you're bouncing so you do have to risk travelling around the edges of the playing area quite a bit.

To add to the general confusion, on the later levels there are hidden lights that are extremely difficult to locate. Also, on many of the screens there are loads of blocks that have various effects depending on what type they are. Want to know more about them? Then cast your orbs on the panel below describing them in gorgeous, luscious detail.

The graphics are very stylish. Someone has given the look of the whole thing a lot of thought. At the beginning there's an intro featuring the three characters – Punk™, Funk™ and Daisy. They wobble on to the screen and do silly things for a while, like break-dancing, waving their baseball caps and, silliest of all, producing love-hearts out of the tops of their heads for Daisy.

The sprites in the game itself are a little too small to see clearly, which is a pity. But they're well animated, and many of the incidental creatures that rush on to the screen are brilliant. Between the levels there are all sorts of trendy pics of the crocs doing various interesting things. The best one has to be when you lose the game and you see your crestfallen croc blubbing his eyes out and holding a six-shooter to his head. It's all very emotional.

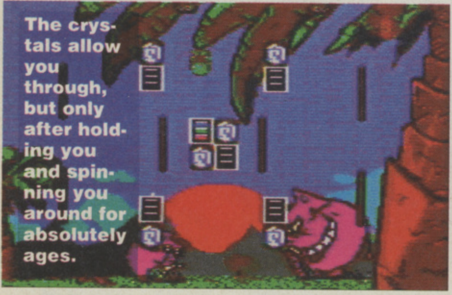
Punk™ is now appearing at Whipsnade Zoo, and Funk™ can be found in Harrods as a matching set of belt, handbag and shoes.

Working out how to get to some of the lights on later levels is a major headache. It's not made any easier by the fact that some of the platforms you need to jump on are almost invisible against the detailed backgrounds. This might be a deliberate feature, but it really doesn't improve things.

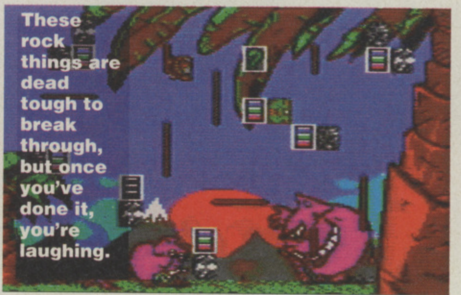
Overall, it's a lot of fun. There's certainly enough here to keep you playing for absolutely ages. But I found that I got frustrated with *Cool Croc Twins*. Not being able to see many of the platforms is annoying, as is the rate at which the baddies switch off the lights on later levels. It's a case of running as fast as you can just to stand still. So for me, it doesn't have the storming addictiveness I look for. But it's still a good game, and if you like a challenge, you'll find a huge one here.

JAMES LEACH

Game	***Cool Croc Twins***
Publisher	***Arcade Masters***
Cassette	***£11.99***
Disk	***£15.99***
Release	***End of August***
Contact	***0268 541 126***



The crystals allow you through, but only after holding you and spinning you around for absolutely ages.



These rock things are dead tough to break through, but once you've done it, you're laughing.

THINGS THAT GET IN THE WAY

1

1. WALLS. You can't break through these, so you're just going to have to find another way of getting to those lights.

2

2. CRYSTALS. You can break through these, but it takes several goes and quite a bit of time. It's usually worth it, though, because once broken, the crystals stay broken until you finish the level (or the game's over).

3

3. COTTON WOOL THINGS. I'm not sure if they are cotton wool, but these blocks let you through only after spinning you around for ages (and giving the baddies the chance to put out all the lights).

4

4. SINGLE ARROWS. Urgh. These are terrible. You can only go in the direction that the arrow is pointing and they spin around when you hit them. You can work out which way they spin, but you have to keep bashing away at them to get them into the right position again. Nasty, it is.

5

5. DOUBLE ARROWS. These don't move, but they only let you through from two sides, not four. They too can be annoying if you want to go at right angles to the direction in which the arrows are pointing.

6

6. MYSTERY DIRECTION. This question-mark thingy sends you in a completely random direction. Yes, it's another annoying one. But at least it adds a bit of fun to your otherwise drab existence.

7

7. BLACK HOLE. Go into one of these and you'll pop out on the edge of the screen, usually near to the hole. They are a very useful escape routes for when the nasties get just a tad too close for comfort.

POWER RATING

THE DOWNERS...

- You can't see some platforms, making play a little haphazard.
- The levels are all pretty similar.

100

83%

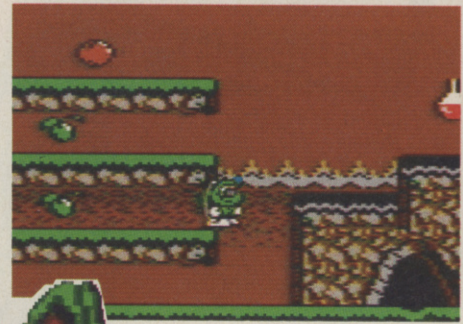
- **60 levels means that you're not going to finish this one in a hurry.**
- **Loads of different blocks for you to learn how to use.**
- **Excellent backgrounds .**
- **The two-player game requires a lot of team-work.**
- **Peripheral graphics are smart and dead cartoony.**
- **The soundtrack is very Punky™ and Funky™(this means I think it's jolly good).**
- **Smooth and quick enough for die-hard arcaders.**
- **Code system makes repeated play fun.**

...AND THE UPPERS

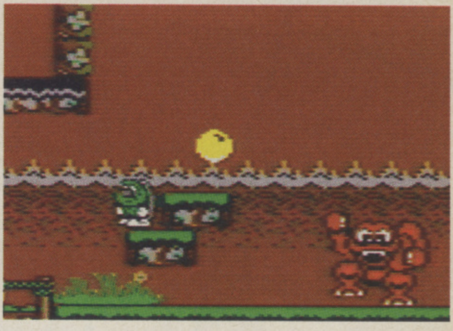
0

Commodore FORMAT
COOL CROC TWINS

Now that's what I call a bonus! Forget the points, give me the bottle! No, I need it for extra energy – you see, I've been a tad careless and mislaid three blocks on this level.



Arrgh! Gorilla warfare! I'll show that swine for shooting strange yellow spheres at me! I'll jump on his head, that's what I'll do! It's a long shot but it might just work!



TURBO

James thought that Turbo the Tortoise was an instruction and ran over Cathy's 50 year-old family pet in his Alfa Romeo. Trenton will have no truck with such cruelty and wastes a few sprites in Hi-TEC's new platform-stunner instead.

Terrapins are not famous for their pace. In all history there's only been one occasion where a tortoise's foot speed has won the day – and then the Hare probably took a dive! Hi-TEC aim to change all that with their new, improved, lean-burn, supercharged, fuel-injected, 16-valve, twin-spark, *Turbo the Tortoise*.

TTT is a platform romp with class – that's obvious from the word go. Everything, but everything, has been packed on to these few metres of tape. Hidden platforms, secret bonus levels and end-of-level guardians all gang up to give the young terrapin a tough time.

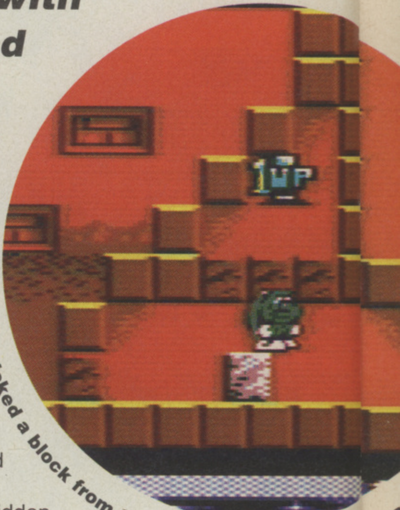
Turbo was a mistake, a terrible accident of science gone slightly mad. Now the once sluggish garden pet has been turned into an all-singing, all-dancing, moving-a-darned-sight-faster world-saving superhero type. And now, as the helper of the same mad doctor who mutated him, he has to find six ancient artefacts. That means six levels of death, mayhem and other associated chaos await our hero in a tortoise shell.

The mad doctor, it seems, not only has a well-whizzy tortoise but a time machine too, and it is this that Turbo uses to visit the six themed historical worlds. The themes don't really matter, but they sure look nice, providing neat cartoon backdrops and fancy parallax scrolling to accompany the on-screen action.

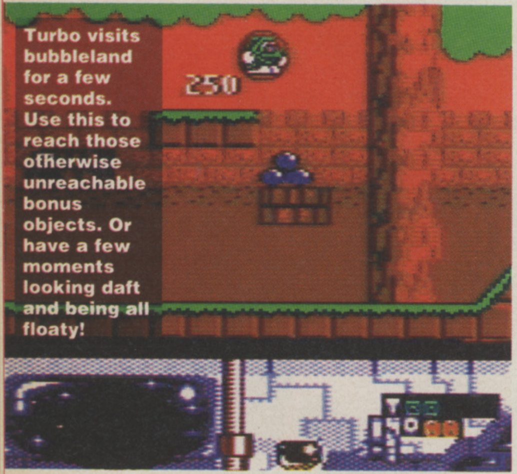
And it's the on-screen action that really puts *Turbo* to the top of the tree! Getting around is simple; just run and jump your way in and out of trouble. Collectable bonus objects litter the route, as do enemies that strip power with a hit, while deadly pits have to be jumped and crumbling floors avoided. The primary aim is to get to the other end of the screen, beat the big bad guy and collect the artefact; but the temptation of extra points, extra powers and massive bonus scores soon leads you astray.

Turbosland is packed with neat bolt-on extras for the souped-up shelled one. First off, and most importantly, there are the bullets. Normally Turbo can only top enemies by leaping on their heads, but when he collects the three blue marble tokens the Big T can start shooting. Extra lives and bonus fruit are positively falling out of the scenery, and collecting them without loss of life is the art of *Turbo*. You have to learn fast and think logically if you are to avoid destruction and rack up them there points. Hidden lifts and moving blocks cram the airways, and the only way to find them is a leap of faith.

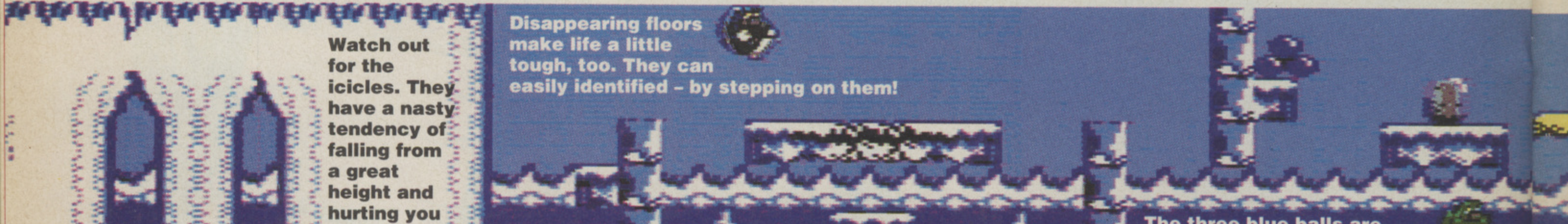
Blocks aren't the only thing to be hidden away in Turboland, as each level has a concealed bonus section. They're not that hard to find, but they do force you to waste a few



Having nicked a block from further on in the level Turbo lea



Turbo visits bubbleland for a few seconds. Use this to reach those otherwise unreachable bonus objects. Or have a few moments looking daft and being all floaty!

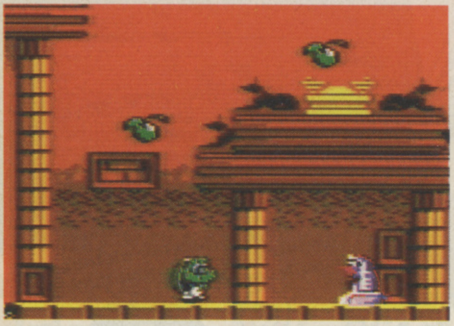


Watch out for the icicles. They have a nasty tendency of falling from a great height and hurting you a bit.

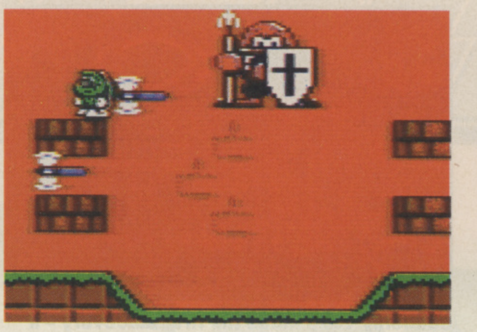
Disappearing floors make life a little tough, too. They can easily identified – by stepping on them!

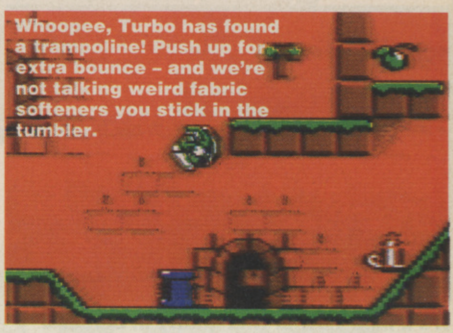
The three blue balls are extra ammo and the rock is needed for the next chasm – but how do you get them?

This is a pharoah'll level. I Sphinx I'll stop making appalling Egypt puns and get on with finishing level three! Help me mummy I'm frightened!



The mad axeman has come out to play. He flings out two weapons at a time and that just isn't cricket. If it was Alan Lamb, Viv Richards and Co would all be dead by now.





Whoopee, Turbo has found a trampoline! Push up for extra bounce – and we're not talking weird fabric softeners you stick in the tumbler.

O THE TORTOISE

el Turbo leaps athletically for a '1up'.

lives hunting them down. When you do locate them, there are points galore and some much-needed extra power to be bagged.

Examined separately these aspects don't sound that impressive, but when they're bundled together, running side-by-side, one factor against another, *Turb'* really starts to kick out. There's loads to do, tricks to learn and your own neck to protect. Gradually you learn the layout of each level and you can then really start to milk the points system for a perfect performance bonus.

The difficulty levels increase slowly but steadily, in true Tortoise fashion. The stakes are raised with more aggressive baddies and tougher layouts. Blocks have to be carried and dropped so Torty can travel over pits and get a leg up. *Turbo* really gets you into yanking mode, as the 'stick gets pulled hard to squeeze those few extra pixels' distance from jumps.

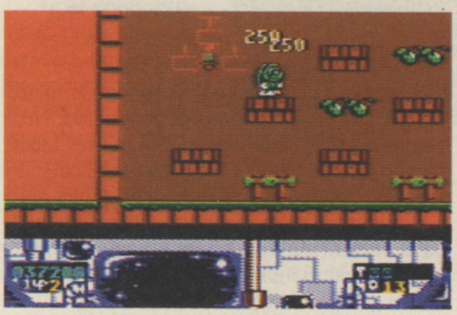
Once you've played the early levels a few times they become easy to survive totally intact, and so larger points hauls become the focus. The causal grace with which you eventually romp through levels one and two gives you ever more reason to finish the game – these bits, that once seemed tough, are now *sooo* easy!

Turbo puts the hooks by getting tougher at the same speed as your skill at scooting the young terrapin around increases. There's always a nastier arrangement of enemies around the next screen or a more cunningly-hidden block to catch you unawares, but you feel more ready than ever to take them on. This suckers you in, tempting you with slightly more success than the last game, then it stiffs you good and proper. And as there's only one continue on offer, you're never allowed to romp too far, too soon.

> **Extra lives and bonus fruit are positively falling out of the scenery**

The only problem is that it's slightly easy. It ain't in the falling-off-a-log category of simplicity, but you'll soon find yourself on level four, with five lives, full health and all your own teeth. Finishing the last two levels is more tricky, but everything's so well executed you have to stick with it right to the end, which, because of the dedication *TTT* demands, seems to come depressingly soon!

TRENTON WEBB



Tortoises like leaves, but 250 of the devils take a bit of munching. Still, he has got a wife and five tortlings to support back home so they could come in handy.

Game	***Turbo the Tortoise***
Publisher	***Hi-TECH***
Cassette	***£3.99***
Disk	***Unavailable***
Release	***Out now***
Contact	***0742 587555***

POWER RATING

THE DOWNERS...

- It's all over too soon.
- The early stages are VERY easy.

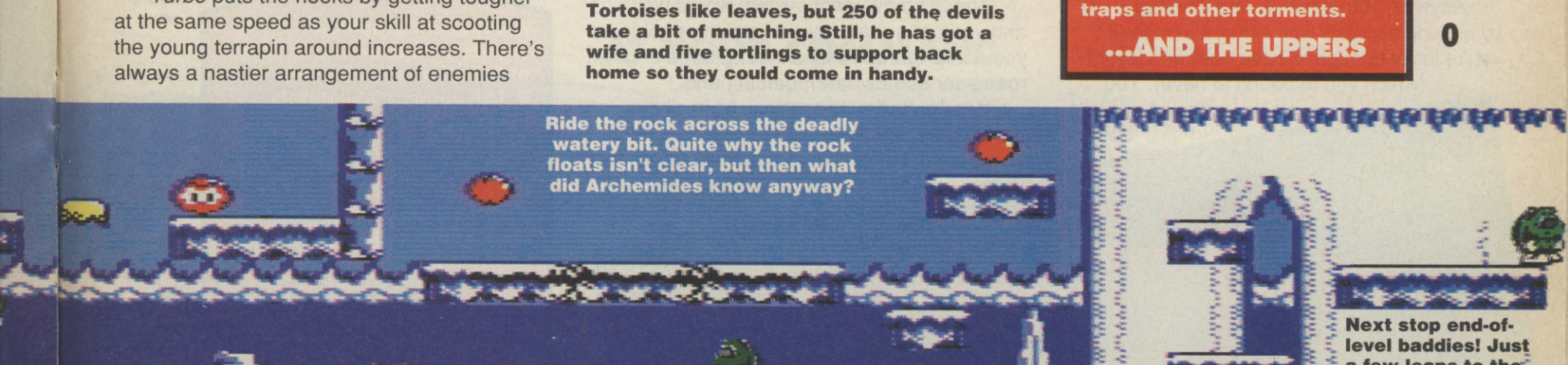
100

85%

- **Lovely tinkly spot effects and catchy intro tune.**
- **Six levels packed with every trick in the book!**
- **Hidden blocks tempt you into danger – and points.**
- **Neat pace that gets tough at just the right time.**
- **Each end-of-level guardian has different strengths.**
- **Parallax scrolling makes the levels look good.**
- **Real class for a budgie.**
- **Precise control and crisp collision detection.**
- **Good variety of tricks, traps and other torments.**

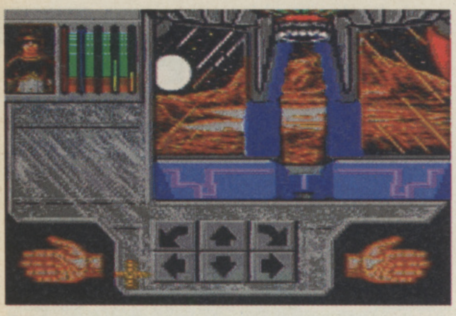
...AND THE UPPERS

0

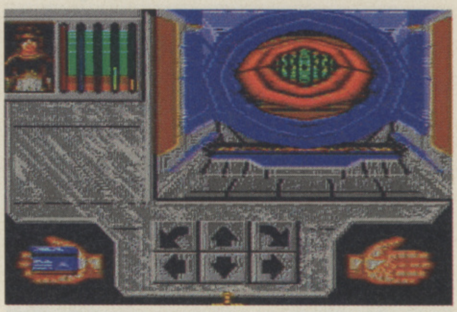


Ride the rock across the deadly watery bit. Quite why the rock floats isn't clear, but then what did Archemides know anyway?

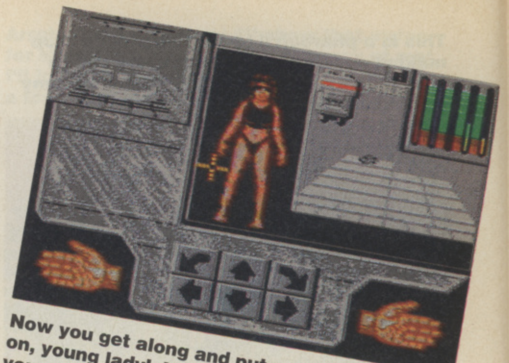
Next stop end-of-level baddies! Just a few leaps to the left and you'll have to fight a big Inca-type monster!



It's a nice view of that quarry in Dorset where they used to film *Doctor Who*, cos they couldn't afford to really go to Gallifrey.



Suddenly Toby made his first discovery – a huge eye-thing. But he didn't think it was important and went for a burger instead.



Now you get along and put your clothes back on, young lady! Just where do you think you are – a health centre?

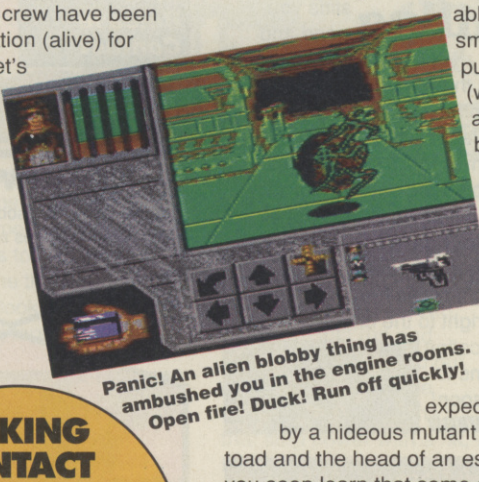
XENOMORPH

The manual says that *Xenomorph* is not just a game but a test of survival. Your ultimate aim is to return to civilisation (alive). Funny, that, because the *CF* crew have been wanting to return to civilisation (alive) for quite some time now. So let's see how it's done.

Quite complicatedly, as it turns out. The idea is that you are on board a space-ship called the Mombassa Oak, which is sitting on the surface of a weird and quite probably dangerous planet. And you've got to get it back to Earth. How? By wiping out any unpleasant beings you find hiding on the vessel, and by setting the controls and stuff right so that the ship is capable of chugging into deep space. Sounds very much like the *Aliens* films to me.

Anyway, you move around the ship in 3D by clicking on icons with either a mouse (if you're lucky enough to have one) or a joystick (which you're bound to have). You always see what's in front of you, and you use the on-screen movement buttons to swivel, walk forwards, backwards or to either side. It sounds a bit cumbersome, but once you get used to it, you should be able to move as smoothly as the computer will allow (which actually isn't as fast as it should, but it's not too bad).

There's a magnificently-large spaceship to wander around, too. At first it seems eerily empty, and you find yourself darting round corners, expecting to be jumped by a hideous mutant with the body of a toad and the head of an estate agent. But you soon learn that some areas of the craft are safe from any nasties, and others are, well, infested is the word that springs to mind.



Panic! An alien blobby thing has ambushed you in the engine rooms. Open fire! Duck! Run off quickly!

Luckily there are loads of cupboards. No, they're not for you to hide in, but to raid. Most contain tons of useful things, like medical supplies, credit cards (for use with drinks and food machines) and weapons. There are loads of different weapons to discover, and they're all dead futuristic and well pokey. You're going to need a decent armoury.

The 3D movement system works well, and you get a real sense of claustrophobia as you creep round the dank, dangerous engine rooms (or somewhere), gun in hand.

Yes, that's the other thing. As in all the best adventures, you can carry loads of items around, but you've also got two hands that you can fill with weapons, tools and other decent thangs. It's a brill system and you get used to it really quickly.

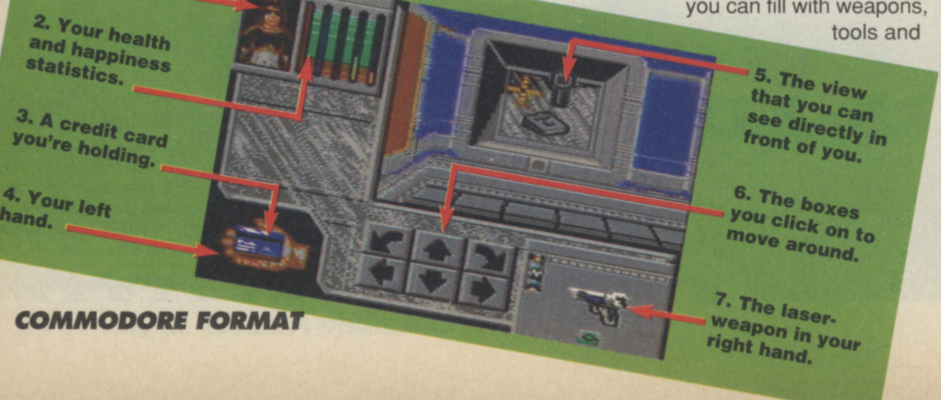
Xenomorph is a large adventure with 3D arcadey bits thrown in. You'll need patience to get used to the control systems, and a bit of brain-power to solve the puzzles, but then, things are so much more rewarding when you have to work at them (now don't argue). The only problem is that it involves a serious amount of disk-swapping.

Sadly, this means that there's no cassette version, but never mind. Grab your gun and get down to that engine room now.

JAMES LEACH

MAKING CONTACT

At the moment, *Xenomorph* isn't available in the shops. So if you're after it (only on disk, remember) ring The Fun Factory care of Interceptor Software on 0734 817421, and you can place an order.



1. This dashing fellow is you.
2. Your health and happiness statistics.
3. A credit card you're holding.
4. Your left hand.
5. The view that you can see directly in front of you.
6. The boxes you click on to move around.
7. The laser-weapon in your right hand.

Game	Xenomorph
Publisher	Fun Factory
Cassette	Not available
Disk	£15.99
Release	Out now
Contact	0734 817421

POWER RATING

THE DOWNERS...

- There's loads of disk-accessing.
- There's no cassette option.
- It's not easy to get to grips with.

100

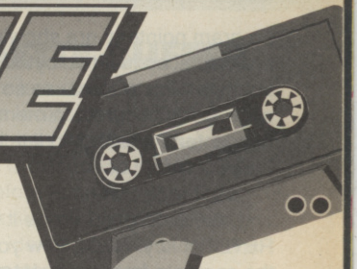
82%

0

- **Excellent graphics superbly capture the feeling of being on a space-ship.**
- **The game is absolutely massive with a capital M.**
- **There's tons of stuff to collect, use and cart around in your rucksack.**
- **The 3D movement system works very well. And it's pretty nippy, too.**
- **The sounds also add to the game's atmosphere.**
- **There are plenty of tricky puzzles to befuddle you.**
- **There's a great manual, which includes a short novel.**

...AND THE UPPERS

DATA, SETTE and MATHS



What do you mean you only use your datassette for loading games? What a waste! Okay, it might not be the latest in CD-technology but it's as versatile as a Kenwood food blender. In the first of a series masterchef Bones tells you the recipe for success when it comes to making the most of your trusty tape machine.

Computers are pretty thick! When you get down to their nuts and bolts the only thing they really understand are series of electrical impulses that are of either a high voltage (around five volts) or a low voltage (so negligible you may consider it as zero). These are regulated by a series of electrical gates or switches (transistors) which are either closed (on – and ready to allow the electrical flow to continue) or open (off – ready to stall the flow in its tracks). This is the basis of the binary language of computers where 1 represents on and 0 is off.

These gates can be arranged into specific orders of off and on to create programs. But when you switch off your C64, then the gates (or `bits') fall randomly into either the open or closed position; in other words, computer chaos. There is, however, a small part of the C64's processor where the manufacturers have `burned' the gates into a certain configuration so that the program which the gates constitute is never lost. This is known as ROM (Read Only Memory) and contains the operating system (the OpSys) of the computer – this is the program which activates when you power up, and it cannot be changed in anyway (it can be exploited, but that is another story).

What all this boils down to is that there needs to be a method of saving the pattern of `on' and `off' bits, usually a program or piece of data. Magnetic media is the answer, be it in the form of a diskette (floppy disk) or a cassette tape. The computer also needs a method whereby the saved program can be reloaded back into memory whenever you need to use it. The majority C64 owners use the method of cassette tape to perform this function and it was for this function the datassette was designed.

Most datassette users rarely use the device for much more than simple loading and saving. Indeed, even the C64 manual doesn't really say a great deal about the way the C64 with the Datassette interact, or how to operate them. So CF reckoned that it was about time to put this right, and here we are with the first in a short series to show you how to get the most out of your Datassette (aren't we nice?).

NOW, WHERE DID I PUT THAT DATA?

A memory location is eight bits wide, or one byte. A numerical value up to 256 can be stored in a memory location, therefore by using two bytes you can store a number anywhere in the range of 256x256, or 65,536, or 64K. Another way of putting it is that there are 256 pages (0-255) and each page has 256 positions on it (0-255). By using this method a program can access (or read) any address (memory location) in the computer. By using two bytes to hold a number greater than 255 you need to differentiate between them. The byte which holds the low part of the number is called the LSB (Least Significant Byte) and the byte which holds the high part of the number is known as the MSB (Most Significant Byte). The LSB shows the position of the location within a page, and the MSB shows the actual page number.

SIDE 2
CF
POWERPACK
tape
commodore
RECORD
PLAY
REWIND
F.FWD
STOP
EJECT

AT YOUR COMMAND

Commodore, in their infinite wisdom, proposed eight Basic instructions for operating the Datassette. These are:

SAVE – LOAD – VERIFY – OPEN – CLOSE – PRINT# – INPUT# – GET#

Let's take a look at each of these instruction in turn.

SAVE

By typing in this command and pressing RETURN the OpSys will save any program held in memory on to your datassette – and if you haven't saved a program before, that's all you really need to do!

The OpSys uses a few memory locations where it stores certain values which it will use for certain functions; one of these is when you type SAVE. Obviously a program, no matter how big or small it may be, has a beginning and an end, and it is these values – the start and the end addresses – that are stored within these memory locations. In page 0 (usually referred to as `zero-page'), locations 43 and 44 always contain the start address of any Basic program currently in memory, while locations 45 and 46 contain the end address. You can test this yourself by simply switching on your C64 and typing:

```
   PRINT PEEK(43),PEEK(44),
   PEEK(45), PEEK(46)
```

after which you have to press the RETURN key (doing this places the instructions you have just typed into memory and the OpSys now knows that it must work on these instructions). The screen will now display the following batch of numbers:

```
   1      8      3      8
```

The first number (1) is the LSB (Least Significant Bit) of the address, or its position within a page (which in this case is right at the start), and the second number (8) is the MSB (Most Significant Bit) of the address, or the page number. Therefore, using the equation 8x256 + 1 = 2,049 we find that the start position in memory of a Basic program is memory location 2,049.

In order to let the OpSys know where the end of the program is the Basic program leaves a marker at its end; basically the last tow bytes of the program each are assigned the value zero. In our example the `end of program pointers' are showing 3 and 8 which are displaced just two bytes from the start pointers. This is because so far we haven't got a Basic Program in memory. So if you now enter the following line of very simple Basic program code:

```
10 PRINT "HELLO"
```

and, like before, conclude it with a tap on the RETURN key. Right, now you can read out the contents from the pointers as you did earlier, by entering:

```
PRINT PEEK(43),PEEK(44),
PEEK(45), PEEK(46)
```

You will now find that the numbers that appear look like this:

```
1       8       17      8
```

The computer has updated the old entries in its `notebook' to correspond with the small one-line program that you just have just created, the difference being 14 bytes of Basic code (the difference between the third digits).

After that little foray into storage management let's go back to the SAVE instruction. This command causes the C64 to store everything between the start and end address pointers on to cassette tape. The C64 being stupid is completely unaware of anything that may already be on the tape and thus should there be another program or data on the tape in that position then it will simply overwrite it.

If, however, you have a lot different programs on one tape and you want to retrieve a particular program from off the tape later, then you can give the program a name:

```
SAVE "NAME" <RETURN>
```

For programmers another, and very useful trick used in programming, is to assign a string variable with the program name, then save the program with the variable:

```
N$ = "NAME" <RETURN>
SAVE N$ <RETURN>
```

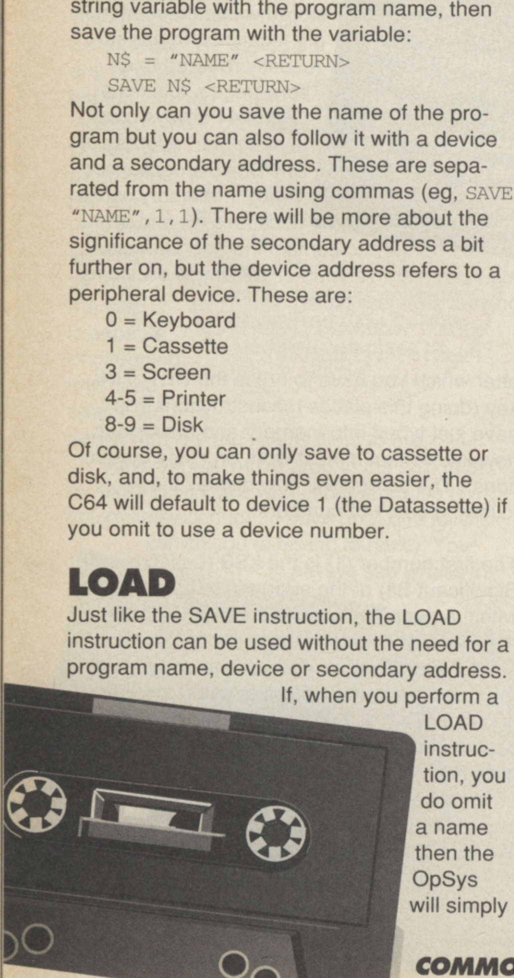
Not only can you save the name of the program but you can also follow it with a device and a secondary address. These are separated from the name using commas (eg, `SAVE "NAME",1,1`). There will be more about the significance of the secondary address a bit further on, but the device address refers to a peripheral device. These are:

0 = Keyboard
1 = Cassette
3 = Screen
4-5 = Printer
8-9 = Disk

Of course, you can only save to cassette or disk, and, to make things even easier, the C64 will default to device 1 (the Datassette) if you omit to use a device number.

LOAD

Just like the SAVE instruction, the LOAD instruction can be used without the need for a program name, device or secondary address. If, when you perform a LOAD instruction, you do omit a name then the OpSys will simply search the tape until it comes across the first program stored and load this into Basic memory. The OPSys will then update its notebook to correspond with the program that it has just loaded.



VERIFY

This instruction operates in much the same way as the LOAD instruction except instead of loading and storing the program on the tape into memory it simply compares it, byte for byte, with any program that is currently within the computer's memory. If, at the end, the comparison between the program on tape and the program in memory is absolutely identical then the message `OK' is displayed on the screen, but if there were any errors, even just one perhaps almost insignificant piece of coding, then the message "?VERIFY ERROR" will be displayed. Finicky, or what?

OPEN

As well as programs, it is also possible to store just data – an ASCII text file from a word processor for example. To let the OpSys know that it is raw data that you're dealing with you have to first open a file with the instruction OPEN. However, you have to tell the OpSys all the parameters of the file, such as the Logical File number (LF), Device (D), Secondary Address (SA), and finally the name of the file "NAME". Here's how it may look, and notice the use of commas to separate each of the parameter items:

```
OPEN LF,D,SA,"NAME"
```

The Logical File number (LF) can be between 0 and 255 and forms an index which the OpSys uses to access a table it sets up of all the parameters. It does this so that you don't have to keep on entering the parameters afresh each time. The device number (D) will instruct the OpSys which device to work with. Finally, Secondary Address (SA) tells the computer whether you are:

1 – sending data
0 – receiving data
2 – Dealing with an EOT (End Of Tape) block (more about EOT blocks later).

PRINT#, INPUT#, GET# AND CLOSE

The PRINT# instruction is used to allow you to enter individual chunks of data saved on tape. The INPUT# instruction will pull off the individual chunks of data from the tape and display them on the screen. The GET# Instruction will read in single bytes of data as opposed to chunks or strings. The CLOSE instruction simply closes open files. A point worth remembering here is that if you don`t close a file then the data could be irretrievably lost. Simply remember after all file work is complete to CLOSE the files you have been working on.

SECONDARY ADDRESS

In addition to the device, there is a secondary address which is generally used to give the OpSys an additional instruction regarding the type of program operation when in operating or receiving mode. Secondary addresses are affected by the type of program concerned.

TAKING NOTES

When the C64 is switched on the Operating System (OpSys) sets up a sort of `notebook' which consists of four pages (0-3), and is located right at the beginning of the computer's memory. Each page of the `notebook' consists of 256 memory locations, with each location able to have 256 (0-255) different values. On page `0' the C64 memory management system makes a note of values it requires often.

There are basically two types of program. The first of these is the Basic program. The C64 has what is called a relative loader, which automatically reads all Basic programs in at the start of the Basic storage area. The Basic storage area is from Memory location 2,048 up to memory location 40,959. It is possible to relocate a Basic program anywhere within that Basic storage area and it will run perfectly okay; you just need to POKE the start address into the Basic Program start pointers. The second type of program is the Machine Code (MC) program. This program will only run in the storage area which the programmer wrote it for. Relative loading – as with Basic programs – is not permitted. In order for the OpSys to distinguish between these two types of program, Basic and MC, we need to add a secondary address, which performs the following functions:

WHEN SAVING

0 This value identifies that the program, when stored, is Basic and so will ensure that the program loads at the beginning of the Basic storage area (relatively loaded).
1 Identifies that the program is of the MC type. This will ensure that when the program loads it will load to the start address where it was originally written and saved.
2 This value ensures that the program is stored as Basic (with a secondary address of 0), but in addition it will write an EOT (End Of Tape) block after the end of the program. This tells the OpSys that when reading the EOT block it should stop searching for further programs. If the OpSys comes across an EOT before it finds a program then it will produce the message "?FILE NOT FOUND ERROR".
3 Identifies the program as MC and writes an EOT block after it.

WHEN LOADING

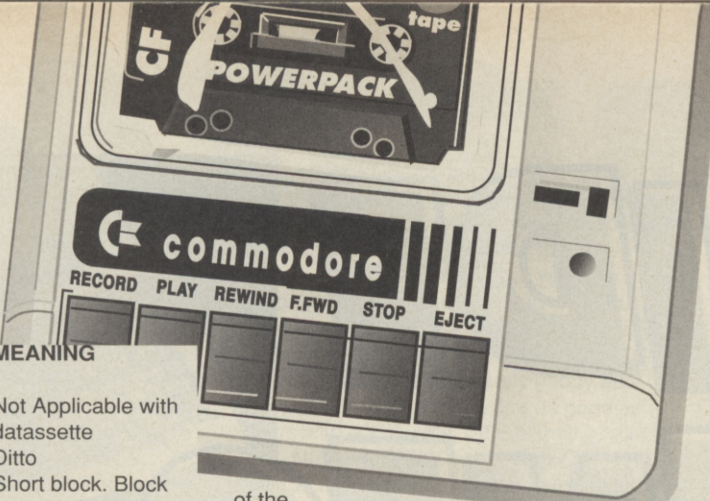
0 The program is loaded in accordance with the program header. Programs stored as MC and Basic are loaded as such with Basic being loaded relatively.
1 Every program is loaded to the exact address it occupied when it was saved from memory.

WHEN OPENING

0 Opens a file for reading.
1 Opens a file for writing.
2 Opens a file for writing then adds an EOT block after the file.

THE STATUS VARIABLE

There is a hard-and-fast variable which provides you with valuable information about the



progress of a cassette operation: the STatus (ST) variable. It contains eight flags which are set according to the fault which occurs.

ST BIT	ST DECIMAL	MEANING
0	1	Not Applicable with datassette
1	2	Ditto
2	4	Short block. Block shorter than it should be.
3	8	Long block. Block longer than it should be.
4	16	Second pass error. Data in second pass does not agree with data in the first pass.*
5	32	Check total error. Total in storage does not agree with computed check total.
6	64	End of file.
7	128	End Of Tape. An EOT has been read.

* When the OpSys stores a program or data to tape it does so twice, and then when the program is subsequently loaded it will compare both versions with each other.

When a load operation goes wrong you can read the ST variable within your programs to discover exactly caused the error. `PRINT PEEK (ST)` will print the current value of ST, and looking up the table above will tell you what the error is.

PROGRAM CONTROL

The loading and saving of programs and data can also be achieved from within a current program. Imagine that you have just created some data (like sprite images) from line 10,000 onwards and you want to store only this part of the program so that it can be loaded into a different program later on. First you must determine where line 10,000 is located in memory. The following program section can solve this:

```
100 SA = PEEK(43)+256*PEEK(44):
BS=SA:REM GET POINTERS AND SAVE
IT IN BS
110 LN = PEEK(SA+2)+256*PEEK
(SA+3):REM TRANSFER TO LN
VARIABLE
120 IF LN = 10000 THEN 130:REM IF
REACHED LINE 10000 JUMP TO NEXT
SECTION
125 SA = PEEK(SA)+256*PEEK(SA+1):
GOTO110:REM NOT LINE 10000 SO GO
BACK AND TEST NEXT LINE
```

Basic lines are stored with the first two bytes of the line forming a coupling address. This coupling address produces the starting address of the next Basic line. The next two bytes give the Line number, then follows the Basic statements and the line will conclude with a zero byte. Thus a Basic line should look like this:

Legends Coupling Address Low = CL
Coupling Address High = CH
Line Number Low = LL
Line Number High = LH
BASIC line then =
Line1 CL. CH. LL. LH. BASIC STATEMENTS. ZERO BYTE.
Line2 CL. CH. LL. LH. BASIC STATEMENTS. ZERO BYTE.
and so on.

Using the little program segment above will calculate where your line number is. If you want a different line number then change the value in line 120 from 10,000 to whatever number you require. Of course having got the line number, you now need the information to actually store the last part of the program and this is what you need to type:

```
130 POKE 43,SA AND 255:POKE 44,
INT(SA/256):REM SET POINTERS TO
LINE 10000
140 SAVE "DATA LINES": REM STORE
TO TAPE
150 POKE 43,BS AND 255:POKE
44,INT(BS/256):REM RESET THE
POINTERS
```

(Storing MC programs is somewhat more complicated!)

In a program the command LOAD operates a lot differently to how it does in direct mode. After a direct mode LOAD the Basic pointer is set to the new program after the instruction. However, in a program when you use LOAD, then the vectors and variables defined up to that point are all retained.

WHAT'RE 24 BYTES BETWEEN FRIENDS?

Your C64 contains some 524,288 gates, or switches, and these are called `bits'. Eight such bits form a `byte', so if you divide 524,288 by 8 then you finish up with 65,536 bytes – or, as it is more commonly described, 64K. Wondering where the extra 1,536 bytes have gone? Well, actually in computer logic 1K does not equal 1,000 but 1,024 – it's all to do with multiples of eight!

READ TAPE

Datassettes are certainly the most commonly-used way of storing programs for the C64, and they do have a degree of versatility, but when it comes to convenience diskettes win out. A simple analogy with taped music and CDs shows why. If you want to play a particular musical track on a CD, you simply move the heads (by selecting a track number) to the appropriate track and you're away! If you have the same album on cassette, you have to race backwards and forwards with the fast forward and rewind buttons until you find the start of the particular track you want to listen to – hmm!

THE CASSETTE BUFFER

The cassette buffer is a chunk of memory locations which are located from address 828 to address 1,019. It has two distinct functions: (1) The file header is generated in this area and then stored before each file regardless whether it is a data file or a program file. It then serves for file identification and contains the following parameters:

PURPOSE	NO OF BYTES	LOCATION
i. File type	byte 0	828
ii. start address	byte 1,2	829,830
iii. End address	byte 3,4	831,832
iv. file name	byte 5 +	833+

(2) The cassette buffer's second purpose is to serve as an intermediary storage area for data protection. The program to be stored is first written to the cassette buffer, and when this is full it is then written on to tape freeing space for the buffer to be filled once again. This process continues a block (255 bytes) at a time until the whole program is transferred from memory to tape.

The reverse is true when you LOAD data from cassette.

The file type is coded, thus:

1. = Basic program, loaded relatively
2. = Data block
3. = MC program, loaded absolutely
4. = Data header
5. = EOT block

The header contains all the important information for identification purposes.

NEXT MONTH

And there's more to come. Bet you never thought your datassette could be so handy? In issue 24 of *CF* we'll be revealing even more weird and wonderful things that your handy tape machine can help you achieve. Be here in 31 days (or less if you didn't buy this issue straight away)!

IAN CYCLOPEDIA INVESTIGATES TAPE AND RECORDING.

Ian
Cyclopedia

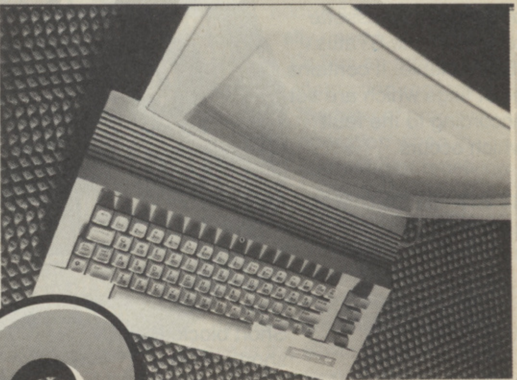
Interestingly the first recorded magnetic recording was made by the Dane Valdemar Poulsen. He used wire to save sound in 1898.

The first tape recorder was made by Fritz Pfleumer in 1928. Curiously the German patent number is 500900, which, co-incidentally. used to be recording star Tom Jones' home phone number in Las Vegas (circa 1968)!

Plastic tapes were, in fact, first invented in 1932 by BASF of Germany, but they were not marketed until 1950.

Video tapes weren't far behind them with the first system being displayed by Alexander M Poniatoff. Entitled Ampex the system was first seen in 1956.

INSIDE INFO



Want your techie problem rubbed out? Do you want that coding query pushing up the daisies? Then call on Jason 'the hit-man' Finch courtesy of Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

ABBREVS

Dear Inside Info

I am what you may call a novice when it comes to computer programming but I am always interested in what things mean when it comes to computer terminology. As you will appreciate there are many abbreviations used in computing and I have not been able to find out what they all mean. Perhaps you could help me with a few. I know that IRQ stands for Interrupt Request and NMI is for Non-Maskable Interrupt because they are in my reference books, but what about ASCII, CPU, DIP, EPROM and MODEM? Help would be nice.

Bruce Massie, Lincoln

Help is always nice, but then so are a lot of things we can't always have (raises an eyebrow). Here's what you want to know:

- **ASCII stands for American Standard Code for Information Interchange.**
- **CPU is Central Processing Unit.**
- **DIP comes from the initial letters of Dual In-line Package.**
- **EPROM is Erasable/Programmable Read-Only Memory.**
- **MODEM is, in fact, an abbreviation for MOdulator/DEModulator, as you'll know if you read the report on modems that was featured in last month's issue.**

I hope that helps to keep your computing glossary up to date.

ASSEMBLING

Dear Inside Info

I have a computer book called *Mastering the Commodore 64* and it has got 11 machine code programs in it. But I don't know how to type them in. I have an Action Replay cartridge and I'm trying to use the monitor.

In the book it has a machine code program called *Clock IRQ Wedge* and it is VERY long. The book talks about using *64-Mon*, Commodore's machine code program – does this matter? And does the Action Replay cartridge have an assembler and disassembler in it? At the end of the machine code program there is the word END. When you type it in you should get a symbol table with lists of labels and so on, but I don't. Why?

Kieren Parkinson, Rochdale

First things first. You can't do anything much unless you possess a real assembler. The Action Replay cartridge has a monitor, as you have found, but that is not quite the same – it doesn't allow you to program with as much ease. The cartridge does, in fact, have a Disassemble command. For example, enter the monitor and type `D 0073 0081` and you should get a bit of machine code coming up.

As to what you should do: you need to get hold of a proper assembler, which you should be able to obtain from a PD library. Try dropping X-PLOSIVE PD (at PO BOX 501, Hull) a line because they may well be able to provide you with one.

The reason you don't get your symbol table is due to the fact that these programs must be typed in using an assembler which you don't have. No assembler, no symbol table – simple as that. Good luck in your quest.

DESPERADO

Dear Inside Info

Could you please, please answer the following questions in *CF21* as I really am desperate for the answers.

1. How do you make double-sized text?
3. How do you create an options screen which has a highlighted bar that you can move over options to select them?
2. How do you produce flashing text?
4. How do you find out cheat listings for games?
5. What are the CHR$ codes on the joystick (ie, up, down, left, right, fire)?
6. How can you print colour bars in your own programs like those shown on pages 10/11 of the *C64 Users' Manual*?

David Rhodes, Moortown, Leeds

You're not asking for much, are you? Oh well, deep breath, and off we go...

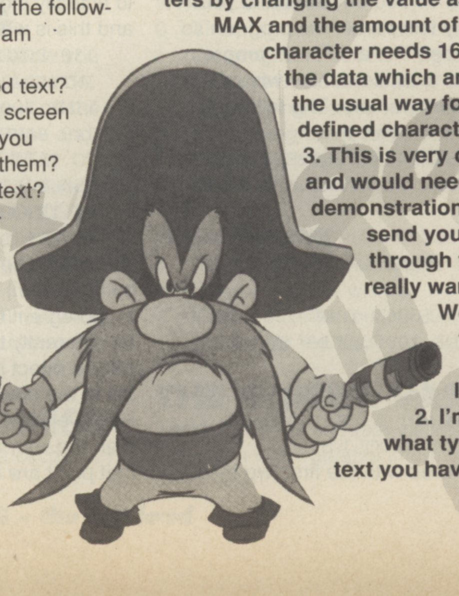
1. You have to redefine a character set and then use this new set. For example, here's the basis of a program that would give you a double height character set:

```
10 MAX = 1: FOR N=1 TO MAX
20 FOR I=0 TO 1
30 FOR J=0 TO 7
40 READ A
50 POKE 12288+N*8+I*1024+J,A
60 NEXT J,I,N
70 DATA 24, 24, 60, 60, 102, 102,
   255, 255, 102, 102, 102, 102,
   102, 102, 0, 0
```

When you have RUN it, enter the command `POKE 53272,24`. Hit RUN/STOP and RESTORE to get back to normal. You should see a load of junk appear. But if you press the letter A, then move the cursor down to under it, put on reverse mode (CTRL and 9) and do another A, you should end up with a double height capital A. You can expand on that principle and the above program to produce more letters by changing the value assigned to MAX and the amount of DATA – each character needs 16 numbers for the data which are made up in the usual way for user-defined characters.

3. This is very complicated and would need a long demonstration program. I'll send you a simple one through the post if you really want it badly. Would you prefer disk or tape? Please let me know.

2. I'm not sure what type of flashing text you have in mind. For



Desperate for an answer? Try the all new, rootin', tootin', Inside Info!

something relatively simple you could give this program a try:

```
10 FOR I=0 TO 15
20 POKE 646,I
30 PRINT CHR$(19);“FLASH”
40 NEXT
50 GOTO 10
```

That just cycles through the available colours. You can add to that and change it to make it glow and things, but I suspect you are after something more impressive like the text seen on the *Creatures 2* screens. That is more difficult and you need to program in machine language. If you'd like a demo of that write back and I'll see what I can do for you personally.

4. Cheat listings are found out by analysing a game's code and finding out exactly how it works and why it does exactly what it does. Therefore you need to be a competent machine language programmer to be able to track down all the relevant bits of information, which I think you may find a hassle just at the moment.

5. To read from a joystick you require a little routine – it doesn't register CHR$ codes. For a joystick in port two, try out the following:

```
10 JOY = 127-PEEK(56320)
20 IF (JOY AND 1)=1 THEN PRINT “UP”
30 IF (JOY AND 2)=2 THEN PRINT
   “DOWN”
40 IF (JOY AND 4)=4 THEN PRINT
   “LEFT”
50 IF (JOY AND 8)=8 THEN PRINT
   “RIGHT”
60 IF (JOY AND 16)=16 THEN PRINT
   “FIRE”
70 GOTO 10
```

From that you should be able to expand and do exactly what you want to do with each movement of the joystick. If you want to read a joystick in port one, you must change line 10 so that it reads:

```
10 JOY = 255-PEEK(56321)
```

6. To print coloured bars you must first select a colour, then reverse mode. You then enter something like: `10 PRINT “[COLOUR][REV][SPACES]”` where instead of typing `[COLOUR]` you press something like CTRL and 3 (to obtain red), and instead of `[REV]` you press CTRL and 9 (for reverse mode), and where it says `[SPACES]` just hit the space bar a few times. If you have any problems with that lot, get in touch again.

SOS

Are you in computer peril? Is your program on the verge of disaster? Then Jason Finch is the programming expert of International Rescue. Just drop him a line outlining your problem – or better still your solution! – to Inside Info, *Commodore Format*, 30 Monmouth Street, Bath Avon

DISKY PLEASE

Dear Inside Info,

I have been buying *Commodore Format* for seven months now and I think it is very good, but contrary to what you may believe, it is my opinion that a DISK, yes that's right, a disk on the front of your mag every month would increase your share of the C64 market by... mmm... an awful lot. This is because most of the people with such machines also own at least one disk drive (I've got three!). In fact, I don't know a C64 owner who hasn't got one! And the magazine is so cheap at the moment that I am sure your most of readers wouldn't mind paying a higher price for the convenience of a disk. Even though you may have probably shut some of them up with your offer of a tape-to-disk program (which is, in my opinion, a cop out!), most serious C64 owners will not be completely happy until the day they can buy a magazine as good as yours with a disk on it, off the shelf.

Nevertheless, *Commodore Format* is still the best C64 mag on the market so I, your humble follower, will continue buying it, 'cause I'm a nice guy!!

L Robertson, Hampshire

Okay then, Mr Nice Guy... picture the scene. There is little Fred sat on the floor at Christmas with his new *C64 Terminator 2* pack. He finds out that his auntie Hilda has been buying *CF* each month for the last year so that he could have a good healthy wadge of them to start him off.

But alas! Shock! Horror! Yelp! He can't play the demos on the disks because Father Christmas didn't think to buy him a disk drive as well as a tape deck.

A sad story, I'm sure you'll agree. Offering the proggies and games on cassette is the only answer because every C64 owner is covered – tape owners AND disk owners. And believe me, most C64 owners don't also own disk drives – about 10 per cent of them do and sales of *CF* would probably plummet if we offered a disk instead of a tape.

Maybe in a few years time, there will be more disk drive owners and things will change. Who knows?

I REPEAT

Dear Inside Info

I own a Commodore MPS1230 dot matrix printer. I mainly use it to print graphics using my Power Cartridge. It prints perfectly well but I am looking for a POKE or listing that will make my printer repeat each line of the picture three or four times. At the moment it only prints each line once. Please, please can you print a POKE/listing that will make it do this? I would be very pleased!

Dean Kelly, Somewhere In The World

You want the simple answer? No. Because you are using a cartridge it is not possible to intercept the print routine in any way whatsoever. You could try setting the printer in double density mode before you start but then your pictures would come out very narrow and the cartridge would probably counteract your commands because cartridges are like that. Basically there is no easy way to get three or four times the darkness when printing graphics from a cartridge without investing in a very well-inked ribbon!

NEWBIE ALERT

Dear Inside Info

I am interested in learning how to program so that I can make my own games. I have just bought a C64 pack and a 1541 disk drive second hand and any help in understanding machine code would be most helpful.

Rick Salmon, Manchester

Erm, yes, well, this really is a difficult thing for me to do. I cannot explain in such a small space everything you need to know about programming. You don't mention how well you grasp Basic at the moment. Before you even attempt to program in machine code you may find it easier to be fully conversant with Basic. Also get as many books as possible on the subject. *The Programmer's Reference Guide* is a good start. Your local library should have plenty of books on the subject.

The key to learning how to program in machine code is to look at how other people do simple things and experiment with their routines. Examine them and try to work out what each part does. I'm afraid that I can't really provide any pinpointed advice on programming. It is a very general topic. I just suggest that you keep reading *CF,* of course, and look out for the features on programming whenever they crop up. Alternatively, there's a new disk magazine, *Light Disk* (Datasphere Publications, 7 Fallowfield Close, Norwich NR1 4NW) which is full of relevant information. You could also give that a try.

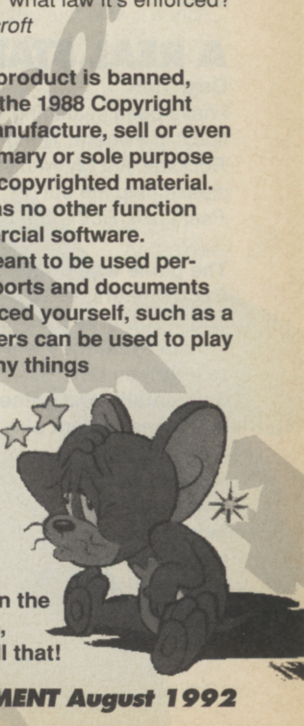
NOBBLED NIBBLER

Dear Inside Info

Summat very odd going on here, I thought to myself. I rang Datel Electronics with a query about my Burst Nibbler, and was told (in passing) that sale of this utility was now, “not allowed”. I know of no legislation that could be invoked to ban the product that would not apply equally to photocopiers or cassette recorders. Can you tell me who imposed such a ban and under what law it's enforced?

Brian Caukwell, Bancroft

I certainly can. The product is banned, quite simply, under the 1988 Copyright Act. It is illegal to manufacture, sell or even use anything the primary or sole purpose of which is copying copyrighted material. The Burst Nibbler has no other function than to copy commercial software. Photocopiers are meant to be used perhaps for copying reports and documents that you have produced yourself, such as a CV. Cassette recorders can be used to play cassettes. That is why things like Action Replay, Datel's excellent cartridge, remain in the land of the living; they have other useful functions outside copying. I hope that sheds a little light on the topic. Now be brave, stiff upper lip and all that!



HORROR BEYOND BELIEF!

The Mighty Brain

CERT X

In his secret laboratory The Mighty Brain conducts terrifying experiments in his search for knowledge. If you want the World's most powerful cerebral thinking machine to work for you, then write to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. More power, Igor!

PAYOLA!

Dear Blob (TMB)

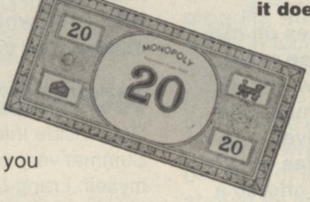
Who drew the picture at the top of your letters page?

Mark, Bury

PS. There's a nice, crisp £20 note in the envelope for you if you print this letter!

The artist in question is John Richardson, of Richardson Studios. I think he captures my essential humility don't you? Cheers for the cash, I'll spend it next time I get caught on Vine Street with a hotel!

TMB



Money makes the board go around. Well it does if you happen to own Mayfair and Park Lane!

A REAL STARR?

Dear TMB

I have been searching for a game and I can't find it anywhere. The game is called *Rockstar Ate My Hamster*. Could you please help me out?

Paul Leith, Rotheram

The game was published by CodeMasters (0926 814132) and if you give them a bell I'm sure that they will be able to help you out. Incidentally, the game is a management sim based on the record industry, and to win you have to be as outrageous as possible!

TMB

THE DEAD SEA SCROLLS!

Dear Mighty Brain

I have read *Commodore Format* since issue one and think that it's brilliant. I would like to ask you some questions.

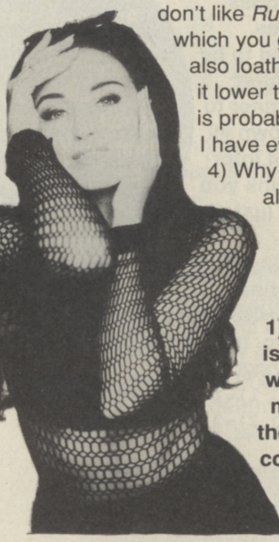
1) What is the difference between parallax scrolling and normal scrolling? Why is it called parallax scrolling?

2) Why are games that come on cartridge so average? The best cart game I have seen is *Robocop 2* but I've finished it! *Navy Seals* is also quite good but is far from brilliant. I would like to see *The Simpsons*, *Smash TV* and *Creatures 2* on cartridge; if they were I would probably buy them all!

3) I disagree with *CF* on two things. One is that I don't like *Rugby the World Cup* which you gave 90% and I also loathe *Kick Off 2*! I rate it lower than *Dick Tracy* – it is probably the worst game I have ever played!

4) Why do the *CF* team always have a go at Danni Minogue?

Tom Keevil,
Sittingbourne.



Poor ol' Danni! Everyone's fave popster (almost)!

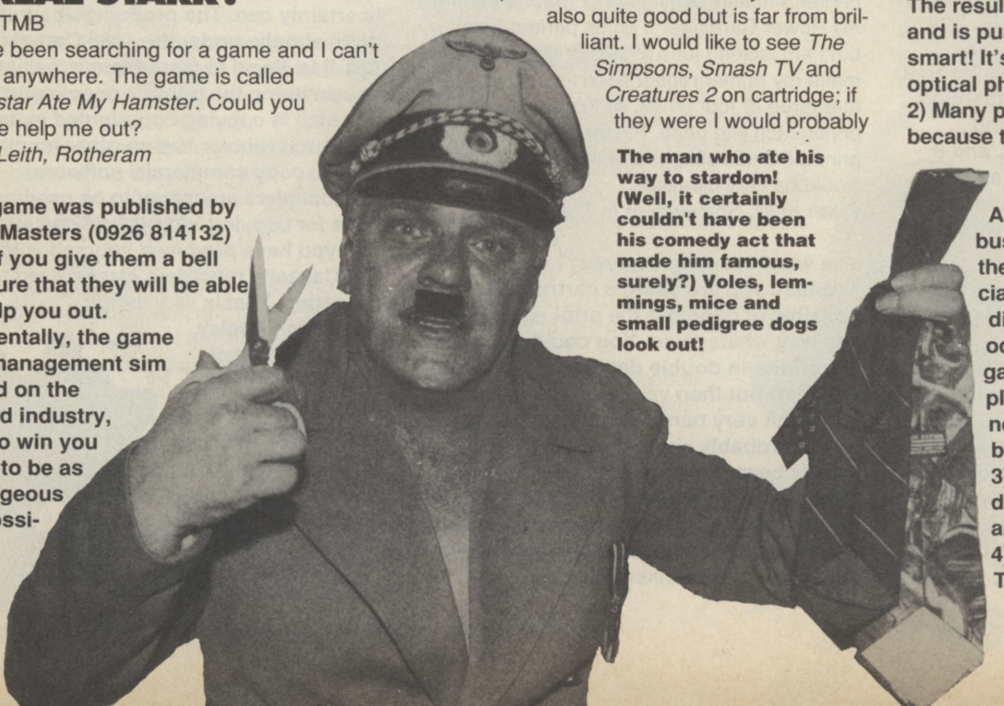
1) Normal scrolling is the method by which the scenery moves in time with the character you control. This gives the illusion of movement – if the scrolling is smooth! Parallax scrolling is similar but further enhances the illusion of motion by moving different parts of the background at different speeds. Imagine a character moving across the screen, with hills on the horizon and clouds in the sky. As they cross, the hills move at the same speed as the hero, while the clouds move far faster. The result is a greater illusion of speed, and is purely cosmetic, but looks dead smart! It's called 'parallax' because of the optical phenomenon it replicates.

2) Many publishers shy away from carts because they're so expensive. The games you refer to are also licence titles, which further ups the cost. As leisure software is a creative business, you can never guarantee the quality of a finished game, especially if you try something radically different. So tried and tested methods are employed to ensure that a game reaches a high standard of playability. So while the titles may not be very original at least they'll be of reasonable quality.

3) Curiously, we must agree to disagree – although, of course, I am right and both are brilliant!

4) Because *we* can!

TMB



The man who ate his way to stardom! (Well, it certainly couldn't have been his comedy act that made him famous, surely?) Voles, lemmings, mice and small pedigree dogs look out!

STEWART BRYCE

Dear TMB
I was playing *Midnight Resistance* a couple of days ago with a friend called Stewart Bryce and he was boasting about how far he had got in the game. When my elder brother Douglas came upstairs, Stewart and I went downstairs.

After a while, my brother shouted down to us, "I've got really far on *Midnight Resistance*." He started saying a lot of stuff – completely untrue – about the later stages of the game and Stewart was saying, "Yes, that's right, I got there on my cousin's version."

We couldn't wait to tell him all this was lies just to see his face. When we told him he went bright red and said, "Oh sorry, I was actually thinking of that game, y'know, the one called *Midnight Residence*!"

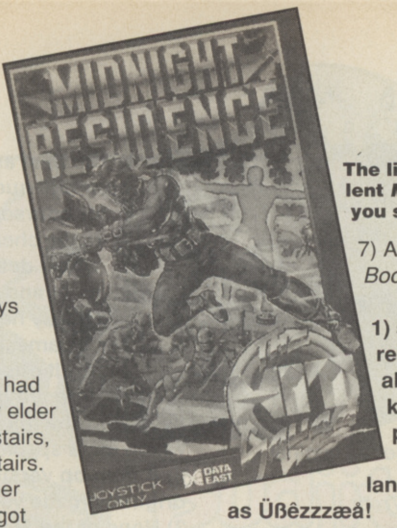
Anyway, Powerpack 21 was quite good, but somebody on your team can't spell Southern. On the back of the box it says '*Soutern Belle*', but it says 'Southern' on the other side. Whoever did this is a complete Stewart Bryce!
Malcolm Derby, High Wycombe

You mean you've never heard of *Midnight Residence*? I'm shocked, it was one of the cult hits of last year. The sequel to *Midnight Resistance,* it took the two heroes into battle once again, only this time their family is held hostage in their own home. It started in much the same way as *Midnight Resistance*, then for a few levels it began to vary dramatically.

A few test copies of the game were sent out, but it was found to be far too tough for normal games-players. It seems that Stewart was lucky enough to have played one of the precious few copies that saw the light of day! It might even be worth something to collectors.

I know that Roger – who lives on the outskirts of High Wycombe – has a copy of *Midnight Residence.* Why not pop round and have a look for yourself? We wanted to show him what quality full-pricers could really do.

The other Stewart Bryce is in fact the editor Trenton Webb. You are totally correct – he cannot spell Sauthern.
TMB



The little-known, but highly-excellent *Midnight Residence.* Have you seen a copy?

IQ PLUS!

Dear Big Blob of Grey Matter (TMB)
1) Is 59,400 the highest score you have ever seen anyone reach on *IK+* in a mere two days of playing?
2) Is there a planet of The Mighty Brains and did you once live on it?
3) If so, do you have a girlfriend who you send postcards to there?
4) Did you used to live in a giant's head?
5) What's the worst flight sim that's ever been released on the Amiga?
6) What would you say is the best construction kit overall?
7) Are you invincible?
Bod, Kent

1) 59,400 is a highly-respectable score on *IK+*, although I've seen James knock up 62,600 in a couple of hours.
2) Yes, and yes. In your language its name translates as Üßêzzzæå!
3) Yes, but the GPO doesn't deliver there, so I compose sonnets and transmit them by telepathy. She's not much to look at, but physical attraction doesn't come into it – I love her for her mind.
4) No, why?
5) It has to be *Snow Strike* from US Gold. It told the tale of a US strike team attacking Colombian drug lords. Unfortunately, it was the first flight sim to feature 2D graphics. It was unflyable, unplayable and utterly appalling.
6) Without doubt, *3D Construction Kit* from Domark. It takes a little getting your head around, but the results can be very spectacular.
7) No, everybody can see me quite clearly!
TMB

BERWICK RANGERS FOR THE CUP!

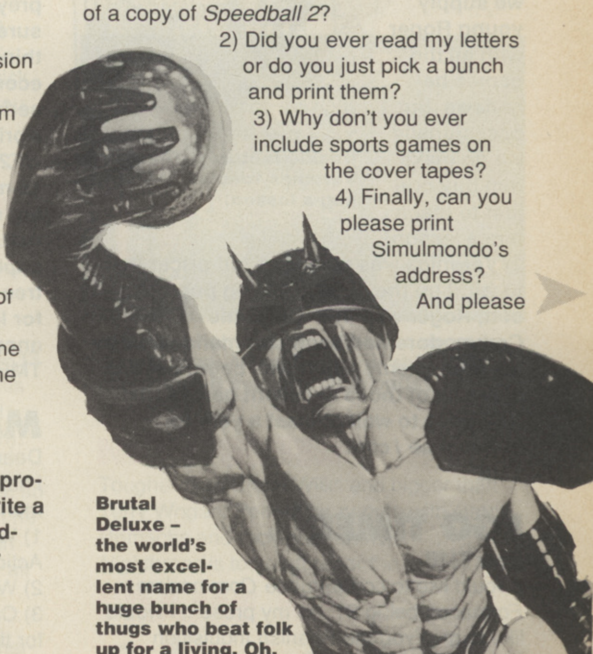
Dear TMB
I am writing to you in the vain hope that you'll answer my questions. It must be the billionth time I've written to you. We've had to sell the house and live on the streets to pay for the stamps I've used. Please answer this or I'll be forced into child slavery!
1) What do you think of Miss Whiplash?
2) Is there going to be *Supremacy 2*?
3) Are there any more *HeroQuest* expansion packs planned?
5) I subscribe and I used to get a letter from the Editor with each issue. I don't now. Why is this?
4) Is there going to be a follow-up to *Big Nose* from the Codies?
6) Is there going to be a *Creatures 3*?
7) If you've been around so long why don't you answer some of the mysteries of the world like Stonehenge, the Pyramids, how the Universe was created and why the Americans all vote for stupid dimwits in the Presidential elections?
Stewart Swan, Berwick-Upon-Tweed

1) I respect Miss Whiplash as a fellow professional journalist. Obviously, as I write a similar section to her we can be considered rivals, and as such I would rather refrain from qualitative comments.
2) Unfortunately, no.
3) None is planned at the moment, but give *Space Crusade* (Gremlin 0742 753423) a blast – it's in much the same vein and just as good.
4) CodeMasters say that there's an 80% chance of BN making a comeback.
5) That's right, every subscriber should get a letter from the Editor with every issue. This contains news, gossip and special compos for subscribers. Rest assured you will get one with every issue from now on or that Ed chap is going to have me and my phased Plasma rifle to answer to!
6) Could be, but the Apex team are taking a well-earned, long lie down in a dark room after finishing *Creatures 2*.
7) Some mysteries are more fun as mysteries, like the pyramids, Stonehenge and the big bang. As to the American electoral results, well you see it's like this: all the good ones get shot! John Wilkes Booth smoked the one who abolished slavery in 1865 and James's second cousin twice removed was topped for having the bottle to initiate civil rights legislation in 1963. Yet the duff ones always seem to survive!
PS. Sorry about the house, but, "better a good read than a warm house," as my Great Uncle Brain used to say (but then he was completely mad)!

"I have a dream, I have seen the promised land. I have seen the plains of Georgia..."

BRUTAL DELETED

Dear MB
I'll try to number my questions since I never received an answer to my past letters.
1) I found out that Mirrorsoft are no longer in business. In which case, how can I get hold of a copy of *Speedball 2*?
2) Did you ever read my letters or do you just pick a bunch and print them?
3) Why don't you ever include sports games on the cover tapes?
4) Finally, can you please print Simulmondo's address? And please



Brutal Deluxe – the world's most excellent name for a huge bunch of thugs who beat folk up for a living. Oh, and score goals!

don't throw this letter away. Paper doesn't grow on trees, you know?
N Acevedo, Holland.

1) Mirrorsoft were subject to some 'difficulties' at the end of last year and ceased publishing software. As each game produced was subject to a separate contract, this means that the publishing rights went all over the shop. Some Mirrorsoft could sell on, others reverted to the programmers, or whatever. This explains the absence of games like *Speedball 2*, *First Samurai* and friends from the shelves.
2) I read them all. Your last letter didn't have numbered questions, did it?
3) We root around the software circuit for the very best full games. As soon as we find a good enough sports sim I guarantee we'll put in on the tape!
4) No problem, write to them at the following address: Simulmondo, Viale B. Pichat 26, 40127 Bologna, Italy.
You'll be glad to know that every suitable scrap of paper from the *CF* is collected for recycling – gosh we are so *right on*!
TMB

ROGER AND OUT!

Dear TMB
1) Is it actually true that Roger Frames buys budget games?
2) If so, why on page 50 of *CF21* is one of his girlfriends playing *Chuck Rock* on his Commy when it's a full-price game?
3) Why are you always picking on Ed?
Johnathan Fish, Ross-shire

Ha! Take that freckle-features! That lovely Veronica teaches the stinge-bag a lesson.

1) No, not if he can help it. Normally we supply young Roger with all the games he reviews, but occasionally we do make him buy one just to teach him a lesson!
2) Veronica was playing a full-pricer just to wind up the cheeky young pup. Think of it, Roger was in a dress, his Commodore had been commandeered by his arch enemy and it was being used to play one of those excellent games that he'll have to wait at least a year for!
3) Because *I* can!
TMB

EGG TIMER

Dear TMB
I would like to congratulate *Commodore Format* on being 21. As my present I would like to give you the Spanish Inquisition (*nobody expects the Spanish Inquisition - Cardinal Fang!*).

The comfy chair! The Inquisition's third – no fourth! – weapon.

1) Are CodeMasters planning to release any more *Dizzy* Games?
2) Would you be able to make the letters/tips section bigger if more letters/tips were sent in?
3) What sex are you?
4) Is there anywhere I can get an original *Dizzy* from (on its own)?
Stephen Adams, Stoke-on-Trent

1) There sure will be and it'll be entitled *Dizzy and the Lost Treasure*.
2) We already get enough letters to fill a magazine on their own! Each one is read and the comments noted, but the Ed never gives me any more pages! I always want more letters, though – reading your stuff is the only thing that keeps me sane!
3) Obviously, as I am a different species from you I cannot strictly be considered either male or female – although because of your language's limited semantic structure, I will use male pronouns for convenience.
4) There should be a couple of copies still knocking around the shops, but your best bets are the compilation packs *Cartoon Collection* and *Dizzy Collection*.
TMB

OH, DEAR!

Dear TMB
This is a letter of complaint, so I hope you have the guts to print it. In issue six there were 90 pages and it cost £1.95. In issue 21 there were 68 pages and it cost £2.50. I think you've got some explaining to do, don't you?
Paul Thomas, Port Talbot

I haven't got the guts. How could I when I'm 'just' a brain? But I have got the answers. Sadly *Commodore Format* is prey to the same kind of economic pressures that have undermined such minor things like the American economy, the UK economy, the Japanese economy, etc. But seriously, *CF7* cost £2.20 and that was the April 1991 edition. The price increase for *CF21* July 1992 was our first price rise in 16 months and was forced by the ever rising material costs of paper and things like that. And as all Future titles are printed on paper from managed forests – where each tree cut down is automatically replaced for later harvesting – we are trying to balance good business with good sense.
TMB

MARK SIX

Dear TMB
I have only had my Commodore for about four months and want to ask you some questions.
1) Which is better, the Power Cartridge or the Action Replay MkVI?
2) What is a coin-op version?
3) Can you get *The Secret of Monkey Island* for the Commodore?
4) What's the *Gamesmaster* Club's address?
Clive White, East Kilbride

1) The best answer I can give on the cartridge question is that of, "horses for courses". The Power Cartridge is the cheaper of the two devices and is designed more for programmers and coder types. The Action Replay has a higher price tag and is a gamesplayer's add-on, so the utilities it offers are more 'cheat'-based. Both are good in their respective fields. For the full spec' get hold of *CF20* which ran a special Cart to Cart feature.
2) A coin-op version simply refers to the original arcade version of a game.
3) None of the *Monkey Island* series will be produced for the C64. This is due to immense amount of data involved. *Monkey Island 2* for the Amiga, for example, comes on 11 disks!
4) The *Gamesmaster* people can be contacted at *Gamesmaster*, PO BOX 91, London E14 9GT. They are currently taking applications for contestants and audiences for the next series.
TMB

HAPPY BIRTHDAY!

Dear TMB
If a man opens three bank accounts and puts £10 in the one which offers 15% interest per annum, £20 in another which offers 7.5% interest PA and £100 in an account which offers 1.5% PA and leaves all of them for one year, which earns him the most interest?
Martin Little, Stockton-on-Tees
PS. I was 13 recently and, as I'm *CF* mad, my mam made a cake of *CF13* which was also your Birthday issue. Good Innit?

A cake worthy of the mighty C. Parnham!

The man would, of course, earn exactly the same amount of interest in each of the three accounts. He would be better advised – in my humble opinion – to put the lot on the 10-1 outsider Spoony Lad in this year's Proxima Centurai Derby!
TMB
PS. It looks smart!

THE END

Do it! Go on! You know you want to! Yes, write to The Mighty Brain. He can tell you the answer to any problem, any question, anything at all, in fact. Just drop him a line to TMB, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. He scans the mail-sack every month for the brightest letters since Caxton invented typewriters. Please don't send him any SAEs though as TMB has trouble licking the envelope to send your stuff back!

ROGER FRAMES buys Budjit Games

A life under the ocean wave is what Roger's after this month. Who knows what amazing sights he'll see? And can he afford the fruit?

After playing *Silent Service*, my enthusiasm for cheap underwater travel was kindled and I decided to build my own long-range missile submarine. The first step was to find a waterproof hull. Dad and Mum were out, so I manhandled the bath (which has certainly proved water-resistant over the years) down to the garden. Steering gear, a periscope and the torpedo launching tubes were nailed on, and soon the HMS Naughtylus, with Rear Captain Admiral Lord Sir Rogére de Fframes (RN) at the helm, was ready ...

KLAX

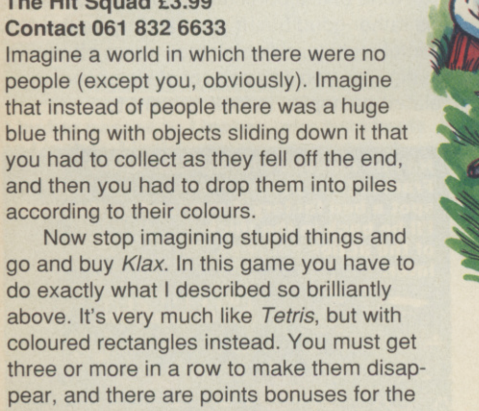
The Hit Squad £3.99
Contact 061 832 6633

Imagine a world in which there were no people (except you, obviously). Imagine that instead of people there was a huge blue thing with objects sliding down it that you had to collect as they fell off the end, and then you had to drop them into piles according to their colours.

Now stop imagining stupid things and go and buy *Klax*. In this game you have to do exactly what I described so brilliantly above. It's very much like *Tetris*, but with coloured rectangles instead. You must get three or more in a row to make them disappear, and there are points bonuses for the different ways in which this can be done.

It's hectic, it's fast and you'll get hooked. I did. In fact, I was so busy playing, I missed a prime money-making opportunity when I heard dad's coins spilling out of his pockets as he tripped on a roller skate I had carefully positioned on the stairs.

Where was I? Oh yes. put simply, *Klax* is a brill puzzle game.



No, no. I know what you're thinking but I deliberately made a complete mess of this just to show you what not to do (ahem).

KLAX

It's a klassic, is *Klax*. Better than finding that packet of bourbon biscuits your parents hid before they went out. The joystick is a bit sensitive, but if you let that put you off, you're no friend of mine.

FRAME RATE **90%**

NIGHTBREED

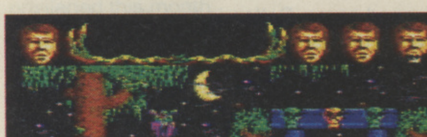
The Hit Squad £3.99 Contact 061 832 6633

Barry's big brother, Martin, saw the film this game is based on at the cinema (he's old enough to get into 18-rated films, drat him). He said it was packed with mutants and hideously-deformed underworld creatures, so I reckon he was lucky to get in (and when he did, the mutants had very tall heads, sat in front of him and chomped popcorn loudly all the way through the film).

The game is a horizontal platform scroller, in which you punch, kick and generally try to annoy the crowds of people who want to stop you getting into Midian, a mystical underworld city with an enormous quarterly electricity bill.

Nightbreed is big. It's not an easy game and there are loads of levels. We're talking all-night sessions here (which is quite apt, really). The graphics are deep and mysterious and there are tons of weird and disgusting monsters to befriend – the idea is that you're fighting the evil humans, you see. (There's some yukky message about just because you're ugly doesn't mean you're rotten – they obviously haven't met some of the girls at my school.)

But we are talking about four enormous pounds, here. I'm not completely sure it's a must-buy, but if you're after a strange multi-leveller with more mutants than you'll find in Solihull after dark, make a bee-line (whatever that is) for it.



Oh, if it's a fight you want, you've come to the right man. A Frames never shirks his duty (unless it involves cash outlay).

NIGHTBREED

Tougher than Bruce Willis and bigger than Terry Wogan. Perfect for people with strong stomachs and rock-hard entrails, *Nightbreed* is too mature for the likes of me.

FRAME RATE **74%**

CYBERBALL

The Hit Squad £3.99 Contact 061 832 6633

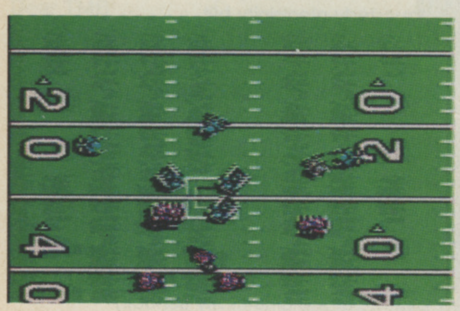
This is a version of American football played with robots, tanks and other armoured things. It's futuristic, you see.

Before you play it'll help if you know something about American football. To me, it's just 22 well-padded men shouting things like, "24-27-31, hup hup!" then running headlong into each other with bone-pulverising force. Jolly good fun to watch, sure, but more confusing than trying to put your dad's compact disk player back together.

Luckily, ignorance doesn't spoil *Cyberball*. You soon learn how to try different approaches, and the rules are pretty easy to pick up. What you get, then, are loads of armoured men and machines smashing into each other a lot, while you control the guy who's got to get past all this carnage to score. And pretty good fun it is, too.

The best thing is the two-player mode. Here you can gleefully destroy your friend's team with massive hardware displays. Barry was not happy, I can tell you!

Cyberball is fast and smooth with pretty good graphics. The only thing is, once you get good at it, it's quite easy to beat the computer. A friend is an essential accessory.



It's like a junkyard out there. The Range Rover has crashed into the Skoda, which has hit the Challenger tank, bouncing it into the Robocop-lookalike's path. Shame, really.

CYBERBALL

A good game. Better, in fact, then draping bacon on the exhaust pipe of your parents' car and watching everyone wonder where the delicious smell is coming from.

FRAME RATE **80%**

SUMMER CAMP

Kixx £3.99 Contact 021 625 3388

You're not a human. You're a mouse. Maximilian Mouse to be accurate. But instead of doing interesting things like terrifying elephants and turning girls into gibbering wrecks (which most of them are anyway) you must run around a not-too-special series of platforms.

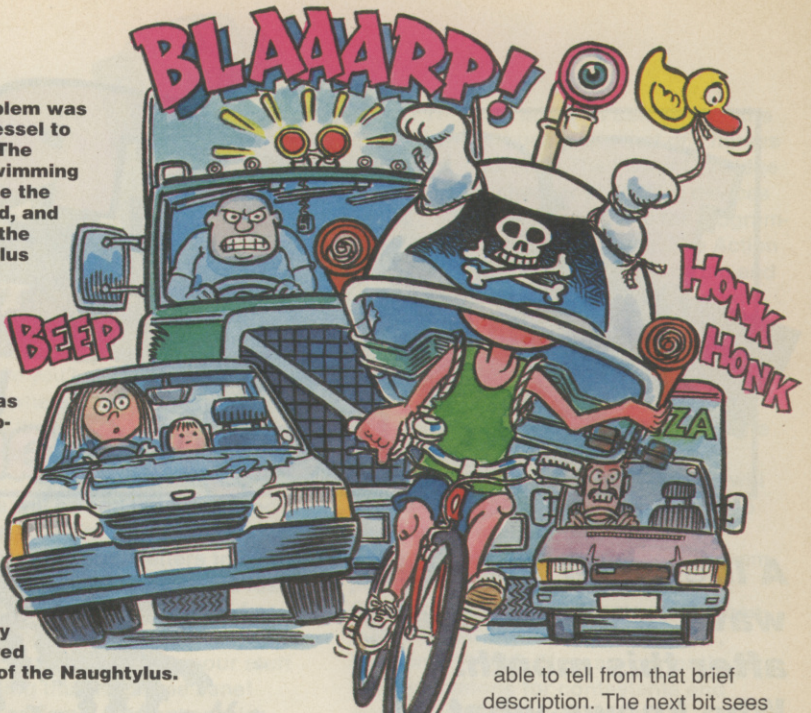
There's some completely unamusing plot to all this, but I won't bore you with it now. Life's too short and there are money-making schemes to be thought up.

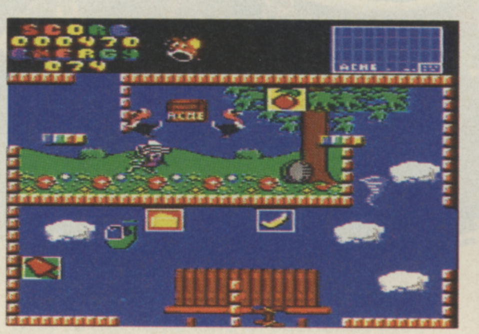
Basically, *Summer Camp*'s an average platformer. The gameplay isn't as good as I would have expected, but the graphics are nice, although time has faded their once-impressive appearance, like an old wellington boot that's been left in the sun (*what are you talking about, Frames? – Ed*).

The thing is, there are so many games like this on the 64, you should only spend your vital moolah on really good ones, and I don't think *Summer Camp* is a really good one. But, as I've said before, I'm not an all-knowing being (unlike that grey blob of dog's doings The so-called Mighty Brain).

The next problem was getting the vessel to some water. The Happyvale Swimming Pool was to be the testing ground, and I set off with the HMS Naughtylus safely tied to my back.

The sub soon proved to be completely sound-proof, as well. As I wobbled along in total silence, I was well pleased that the roads seemed totally empty of traffic, which might have got in my way and slowed the progress of the Naughtylus.





Max has died in the pursuit of that box of Acme goodies. At least he was sensible enough to go for the cheap stuff.

SUMMER CAMP

If this is your 'thing', you might as well go off to a real summer camp and pretend to be a mouse there. Still, the graphics are nice, which counts for something I suppose (about 12p, actually).

FRAME RATE **60%**

SLY SPY

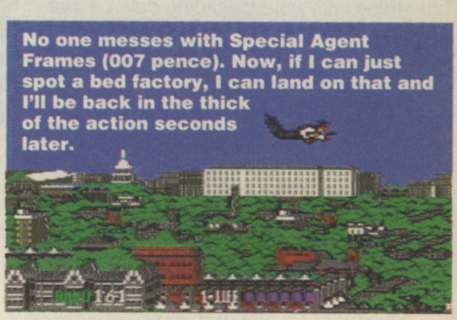
The Hit Squad £3.99 Contact 061 832 6633

I don't call falling out of a plane in full view of the population of Washington very sly. And, unless you count having a good look into people's back-gardens as you fall, I can't see that much spying going on.

Anyway, this is the start of *Sly Spy*. It's nothing if not action-packed, as you might be able to tell from that brief description. The next bit sees you walking in front of Lincoln's Monument, shooting people. Still not very sly, but good fun nevertheless.

And once you've proved that you can shoot lots of people in public places, you get to go on a motorcycle (again, I fail to see the slyness involved here) and also do a spot of scuba-diving. I didn't like this bit, but then I've been put off water for life this month.

None of it is particularly spy-like, but all of it is rather good fun. If you can forgive the painful multi-load (which took years off my young life), you'll have a lot of violence-related gameplay to look forward to.



No one messes with Special Agent Frames (007 pence). Now, if I can just spot a bed factory, I can land on that and I'll be back in the thick of the action seconds later.

SLY SPY

If real spying's as much fun as this, grow old very quickly, join MI5 and become Head of the Secret Service. Then fly off to heavily-populated places and start shooting baddies. You won't regret.

FRAME RATE **87%**

EMLYN HUGHES INTERNATIONAL SOCCER

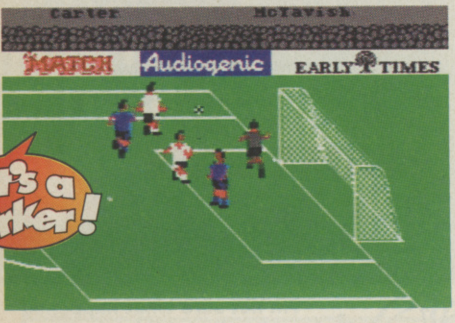
Touchdown! £3.99 Contact 0268 541 126

No. I absolutely refuse to try and do an Emlyn Hughes impression. No, I will not attempt one! (*We'll pay you nine pence – Ed.*) Okay. Ehh... ehhhhh... neeehhh. Can I have the money now? (*You have to be kidding after that sorry attempt – Ed.*)

Rats, Trenton welshed on his bet and I didn't get the cash. But it almost doesn't matter because *EH International Soccer* is completely brilliant. It's a sort-of sideways-viewed job, with loads of detail, loads of accurate names and loads of on-pitch action. Everything is controlled with the joystick, and there are plenty of very Amiga-ish pull down menus. Vastly over-rated and expensive machine, the Amiga...

Erm, anyway, once you get to the match itself, you'll have more fun than a hamster in a recently-replenished grain silo. It's quick, it's accurate and it's got tons of excitement, so it beats the real England football team hands down.

This, combined with the rather spiffy selection procedures and the full set-up of a World Cup to play, makes *Emlyn Hughes International Soccer* a king amongst footie games. It's miles better than going down the park for a kickabout.

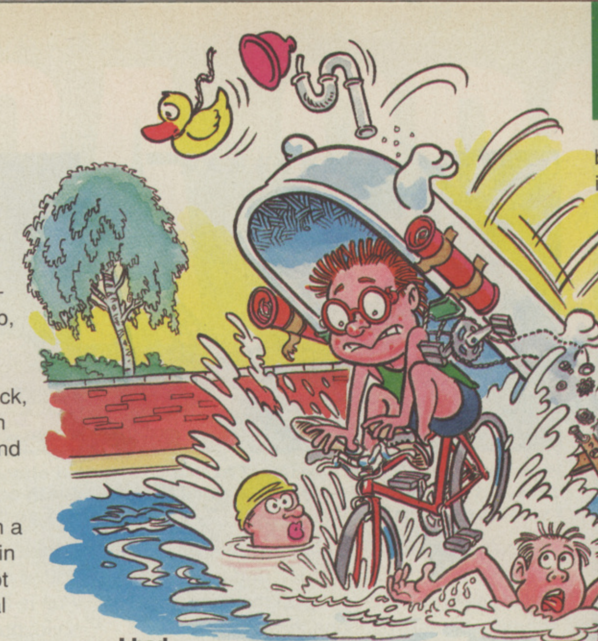


Lineker passes to Lineker, who backheels to Lineker. Lineker shoots, proving that there is only one Gary Lineker, and all the others were just mass hallucinations.

EMLYN HUGHES INTERNATIONAL SOCCER

If it comes down to a choice, don't buy a Harley Davidson and ride Route 66 across America singing *My Way*. Instead, use the money to buy 1,250 copies of this game, and play them all.

FRAME RATE 91%



I had made a slight miscalculation. Happyvale Pool is at the bottom of what we experienced submariners call 'a hill'. The weight of the Naughtylus propelled me at 45mph towards the fence at the bottom and I watched in fear as my brakes burned away, not slowing me down at all. This, I felt, would be a launch to rival the splash of the mighty Ark Royal.

Ever cool under pressure, I armed the torpedo tubes, blew the flotation tanks and prepared to dive into the middle of a group of alarmed-looking civilians...

SILENT SERVICE

Kixx £3.99 Contact 021 625 3388

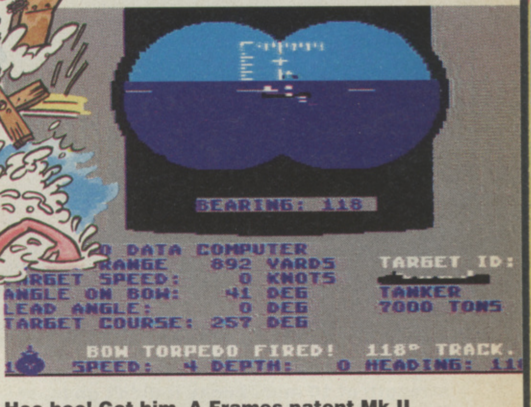
Blip! Periscopes up. Bearing 050 degrees. Blip! Enemy sighted. Open fire – all torpedoes! Blip! She's goin' down, Cap'n Frames Skipper, Sir, Your Admiralness. Excellent work, men. Blip!

Yes, there's nothing like mucking about in submarines. Well, coming close to death is quite like it (as you can see from this month's story). The premise of this game is that you control all the decision-making bits of piloting a submarine as you chug out into the Pacific to go hunting Japanese ships (it's the Second World War post Pearl harbour, you see, so you're allowed to do this sort of thing).

Once you get your head around the tricky parts (such as entering courses, bearings and headings) you should be able to skim around beneath the waves, blasting at every surface ship you come across.

There's a lot of skill involved here, cos you don't move as quickly as the enemy ships. You have to intercept them at an angle, while remaining submerged, then come close to the surface, while not actually breaking it, and start whipping off torps like it's going out of fashion. With luck the ship will sink and you've got another kill.

The graphics aren't bad. There's a lot of them, too, ranging from boring shots of gauges and dials to the brill explosiony bits. It's great.



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                BEARING: 118

D DATA COMPUTER
 RANGE          892 YARDS     TARGET ID:
RGET SPEED:       0 KNOTS
ANGLE ON BOW:    41 DEG       TANKER
LEAD ANGLE:       0 DEG       7000 TONS
TARGET COURSE:  257 DEG

      BOW TORPEDO FIRED!   118° TRACK.
1    SPEED:   4 DEPTH:    0 HEADING: 11
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Hee hee! Got him. A Frames patent Mk II incredibly cheap torpedo has whacked into the side of the ship, causing a fist-sized dent and annoying the owners, who'd only insured it Third Party.

SILENT SERVICE

If you can't afford it, get your parents to 'sub' you the money (hee). It's a great game, and beats having a wasps' nest fall on your head any day of the week.

FRAME RATE 89%

ITALY 1990

Kixx £3.99 Contact 021 625 3388

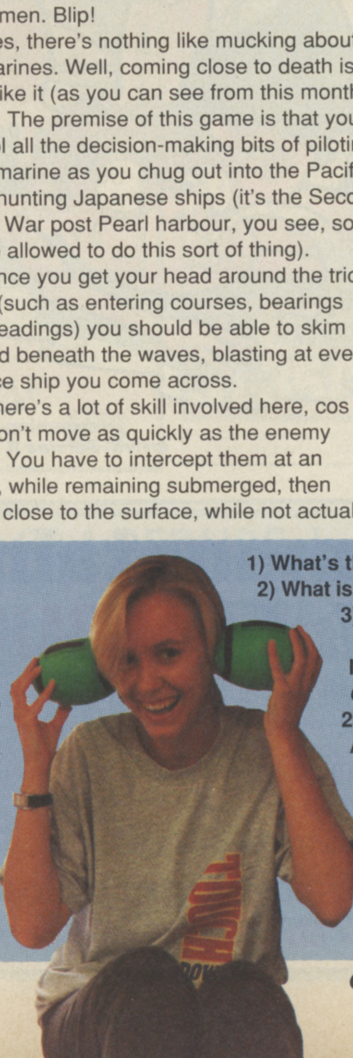
Well, Lordy Lordy goodness gracious me! Another football game. How amazing. And guess what? It's very nearly as good as *Emlyn Hughes International Soccer*. We are privileged this month.

For starters, it's a bit out of date. I mean, I wasn't even born in 1990 (well, I wasn't very old, anyway). And of course, all the teams have changed an awful lot.

But, like *Emlyn*, the playing sequences are rather marv. There's a nifty sort of replay-ish thing, and plenty of top-down action. It's easy to get the hang of; easier than *Emlyn Whatsisname*, but it's tough to win all the

TOUCHDOWN WITH SOME TOUCHDOWN GEAR

Empire has launched a budget label (much to Roger Frames' delight). It's called Touchdown, and it's already winning Corkers (well, a Corker, anyway). To celebrate the appearance of the new label, we've pushed the boat out, splashed out and generally got rather wet by having a compo. So how would you like to win one of 15 exclusive Touchdown T-shirts and mini American footballs? Both are dead smart and winning them couldn't be simpler. Just answer these brilliantly-set questions and stick them with your name and address on a postcard.



1) What's the Dallas American Football team called.
2) What is the biggest annual American Football competition?
3) What's London's American Football team called?

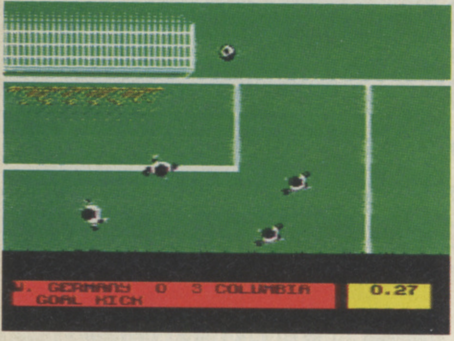
Send your postcards to the:
I'm not sure what Gridiron means Compo,
***Commodore Format*, Future Publishing,**
29 Monmouth Street, Bath, BA1 2BL.

And it's got to get here by 31 August. Trent's decision is final, and any members of Future or Touchdown that enter will get face-masked (which isn't nice, believe us).

Current scientific thinking states that underneath all this secure, protective, cushioning padding there is a man. But there's little sign of a brain within the man.

time. There are loads of things you can do, like decent passes, banana shots (whatever they are) and, er, other things too.

Overall, if it came to a fight in the car park, my three pence is on *Emlyn*. But it's a pretty close-run thing. The *Emlyn* graphics might just be the clincher at the end of day. And together, they're two games of four halves.



The ball whizzes past the net with the strength of 10 men. Lucky it didn't go in, or it would have been hell repairing the hole.

ITALY 1990

It beats having warm jam thrown at you from a Network Southeast commuter train, especially if you thought there was no-one aboard and the station was deserted. But *Emlyn*'s better. Eeh... eeeehh. Neehhh! (*You don't get a second try – Ed.*)

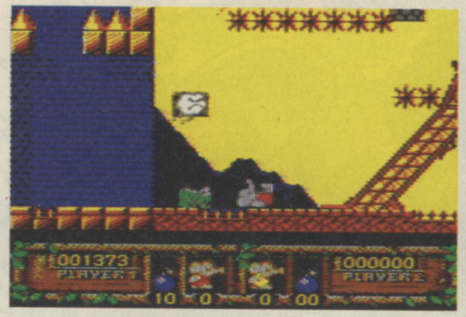
FRAME RATE **85%**

QUATTRO MEGASTARS

CodeMasters £3.99
Contact 0926 814132

Yet another four Codies games on a single cassette. Value for money (VFM) or what? Well, that depends on what's on them.

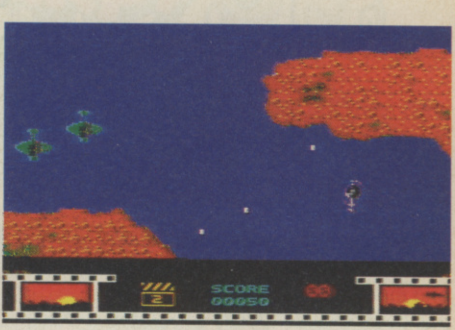
CJ's Elephant Antics is first. This is a remarkably fine platform game. It's got a cute elephant in it, it's got loads of things to kill and it's got loads of platforms to kill them on. Jolly decent stuff.



How can a frog kill an elephant? In this case, art doesn't imitate real life at all. Pah. I want me money back.

Sky High Stuntman is next, and what a vertically-scrolling shoot-'em-up with an unlikely name it is. You must, under the pretext of making a movie, fly up the screen shooting planes, balloons, helicopters, tankers, trucks and all sorts of other nonsense. Basically, it's another jolly fun game (and good VFM at just £1.25).

Moving swiftly on, *Bigfoot* is next, and it's not very good. The fellow is difficult to control, the graphics are as poor as a very poor person and it's basically not much fun.



No chance suckers. Eat Frames-induced death or something. On the other hand, I'll just go over to the side of the screen.

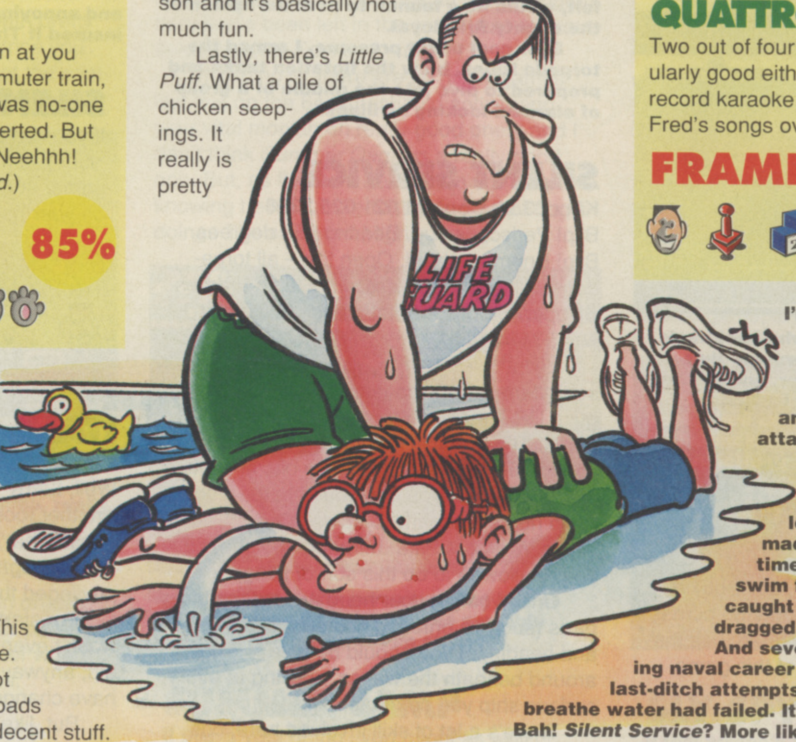
Lastly, there's *Little Puff*. What a pile of chicken seepings. It really is pretty unpleasant, and not worth the tape it's been-coded on. *DJ Puff* is so much better. *Little Puff* is an arcade adventure in the *Dizzy* style, but boy is it sad.

So overall, two pretty good games and two complete piles of poo. The choice is yours. Personally, I think if it had three good games it would be a must-buy. As it is... well, it's a tough decision.

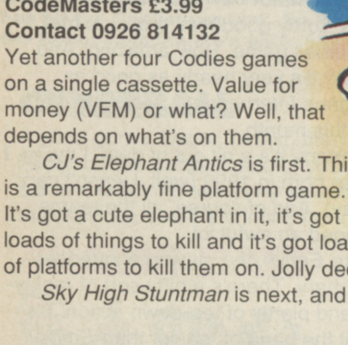
QUATTRO MEGASTARS

Two out of four ain't bad, but it ain't particularly good either. You could always record karaoke versions of Right Said Fred's songs over *Little Puff* and *Bigfoot.*

FRAME RATE **69%**



I'm not sure what happened after that. I think I was depth-charged by the Bismarck in the North Sea. Either that or a large man and two rather upset children attacked the Naughtylus with a lilo at the deep end. Commander Frames, suffering from the loneliness of command, made his vital decision. It was time to scupper the vessel and swim for it. But my toes were caught and I felt myself being dragged down with the sub... And several seconds later a glittering naval career was over. Worse still, my last-ditch attempts to quickly grow gills and breathe water had failed. It was a long shot anyway. Bah! *Silent Service*? More like 'make-a-high-pitched-screaming-sound-and-get-spanked-by-your-parents-when-they-arrive' *Service* if you ask me!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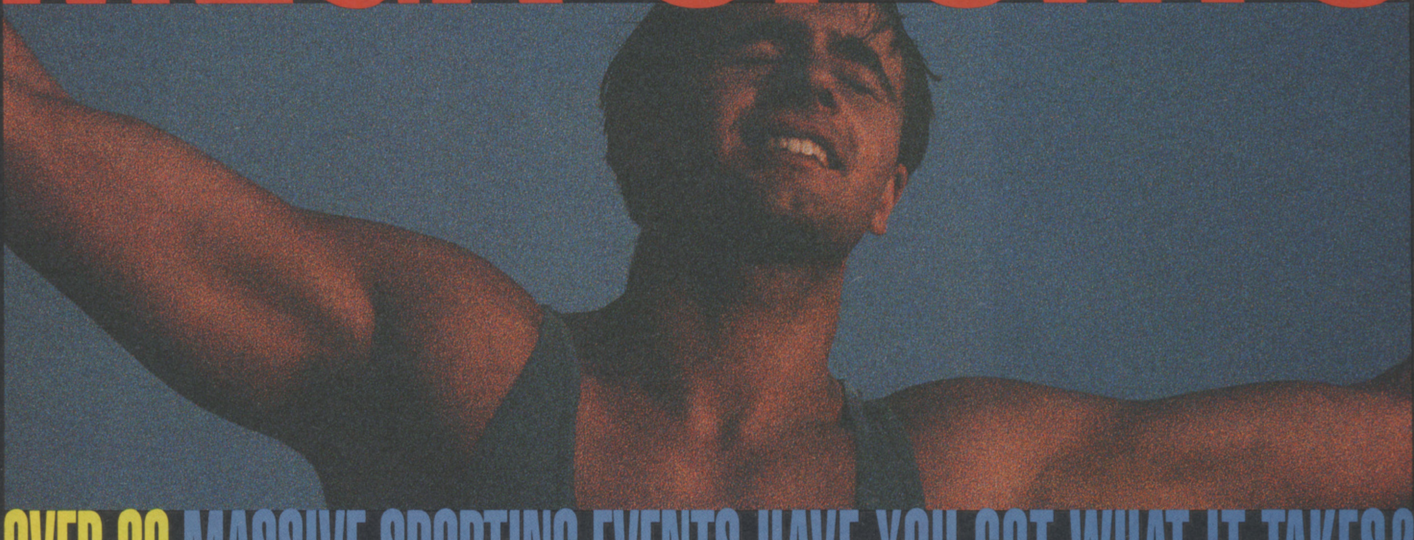

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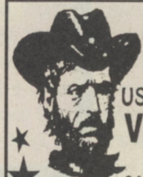

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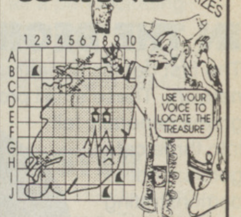
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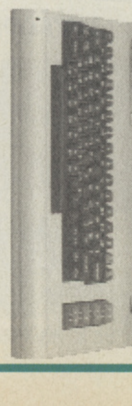

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DEMO-STA

PD demos show the C64 at its best, with brilliant colours and outrageous sounds. Yet they're given away. So why do people spend long nights coding? Demo expert Simon Collis digs deep to see what drives the writers and the demo scene.

Cosmos use a familiar space theme in *Cosmos Designs 3.*

Music demos show off the C64 at its absolute best. You won't believe your ears.

COSMOS
DESIGNS
IT'S SOOOOOOD LAME !!!

Note the text - demo folk are always leaving messages for other coding groups.

You may be wondering what all this demo stuff is about. What is the use of a demo, what is the point of them? The easiest way to explain why demos are around is to start off by going back in time...

IN THE BEGINNING

The first demos appeared on the Compunet network. These small programs generally fell into three categories: coders demonstrating routines, graphic artists showing off their pictures, or musicians airing their works. Unfortunately, owing to their specific nature, most early demos were not designed to be admired by the masses.

A group of demo makers, however, got together and decided that this limited appeal was not enough. They divided themselves into teams, with some members handling the coding, someone else drawing the graphics, and another composing the music. Some of the early Compunet demos still hold up well, and it's worth looking at material by the Judges, Triad, Ash + Dave (now games writers) and God + Hake (who later re-christened themselves Digital Light and Magic).

One of the largest groups working on Compunet was NATO, who produced many products.

One of their best demo writers, Maduplec, is still on the scene - I'll mention him again later. Other groups from Compunet are still going strong, in fact some are over 10 years old!

Eye, you're right, this is the wonderfully odd Wonderland 6.

CELEB'S CORNER

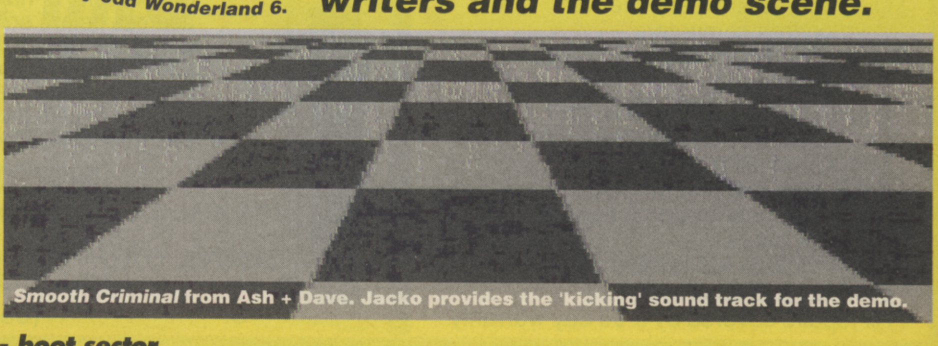
Many famous names used to visit 'The Net'; at one time it was used by lots of software houses to search for new talent there. A few of the big names on the network included Tony Crowther, Demon, Matt Gray, Hagar, Rob Hubbard, The Maniacs of Noise and Jeff Minter.

Compunet included personal mail (electronic mail) as well as a 'partyline', a multi-user conference. Of course, these were nothing new in computer terms; MS DOS and UNIX systems have had similar things around for years (high-powered operating systems for the uninitiated). But to the 64 owner, these were a revelation. And, most importantly, FUN!

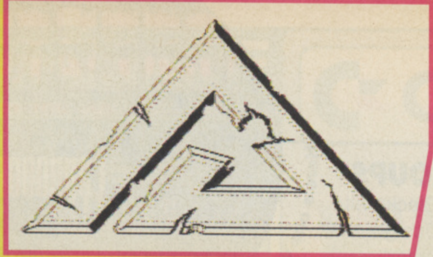
THE POSTMAN ALWAYS CODES TWICE

The use of personal mail and partyline was expensive, and led to people mailing disks to each other to cut down on costs. Compunet obviously didn't start this process, they just accelerated the speed at which the idea, and therefore the

Deelite, load it up, lis



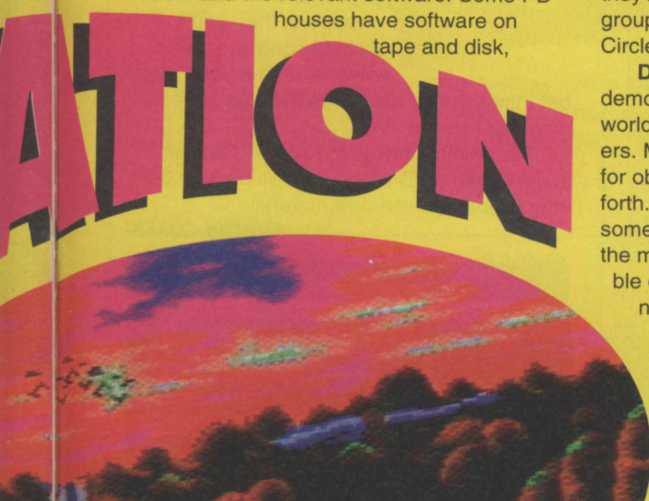
***Smooth Criminal* from Ash + Dave. Jacko provides the 'kicking' sound track for the demo.**



swapping scene, spread. The number of contacts for the average swapper increased dramatically, to the point where some of the bigger swappers today can have anything from 50 to 200 contacts each.

As the charges increased on 'The Net', so the number of customers declined, concentrating instead on the swapping scene. People began to set up their own BBSes (bulletin board systems), to the point where nearly all large groups now have at least one board, if not more.

BBSes being operated by European groups (such as Censor and Fairlight) include South of Heaven, Attraction, The Testure and Wares Aquarium. Most BBSes also deal with news, disk magazines and e-mail. However, in order to access these BBSes, you'll need a modem and the relevant software. Some PD houses have software on tape and disk, although most have just the latter format, so you'll probably also need a disk drive. This is because not everything can be mastered directly on to tape; a lot requires the original source code to be altered.



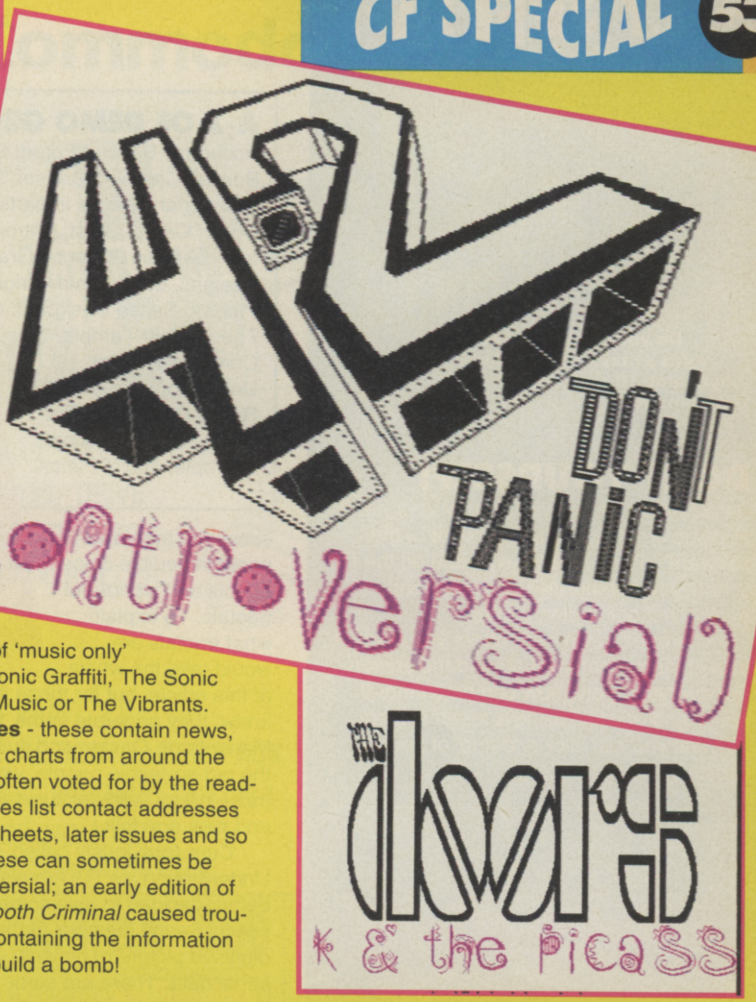
ad it up, listen to the music and say "aaah" at the pretty birds on the wing.

ONE SIZE FITS ALL

Demos come in many sizes, from one file (the easiest to put on to tape) to massive multiloads featuring many parts and filling both sides of a disk. Many groups prefer to release one-disk-side demos or half-a-side demos, not only because there is less work involved, but because smaller demos let you fit on other things, such as...

Music Packs - these are special demos comprising one screen, which is usually a list of the music in the pack and a logo. A control method (often number or letter keys, a joystick, or a combination) is used to select the tunes and play them. Musicians generally distribute their music for demos in this way, especially if they're members of 'music only' groups, such as Sonic Graffiti, The Sonic Circle, Torture of Music or The Vibrants.

Disk Magazines - these contain news, demo reviews and charts from around the world. Charts are often voted for by the readers. Most magazines list contact addresses for obtaining votesheets, later issues and so forth. However, these can sometimes be somewhat controversial; an early edition of the magazine *Smooth Criminal* caused trouble owing to its containing the information necessary to build a bomb!



Triangle's demo entitled *Road of Excess* features a stream of smart band logos and some strange purple Cure style script. Good stuff or what?

BOB'S YER UNCLE

Most demos cover a much wider area than these, concentrating on the coding tricks that programmers are using. There are many different tricks that can be used in order to make demos more impressive, including bob plotting, DYCPs and stretching. There are too many to list here, let alone describe, but most are simply amazing.

More contemporary demos include productions like *Dodger*, by Maduplec of Nato (I said I'd mention him again!). This is an excellent demo, containing many original ideas, and great graphics and music. Absolutely everything was written by Maduplec. If you manage to find this one, then get it - it should form the part of any demo collection.

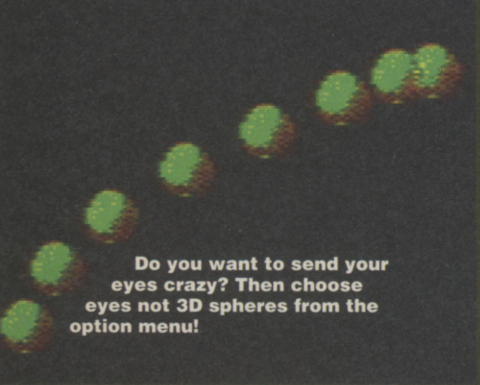
Ice Cream Castle, produced by Crest, is much larger than *Dodger* - it covers two disk sides. Record-breaking parts and original feature routines - such as a part including 600 sprites - all help to form this demo. Another bit displays a logo moving OVER a diamond-pattern, and the diamond uses all 16 colours at once!

ORIGO GANGSTER

The standard of demos is constantly improving, as new routines are invented. The latest Origo demo, for example, loads the next part while running the former. And the demos don't suffer for this either - all the parts are

➤

Yet more *Kosmos Designs*. This demo disk is typical of the ones on the PD ciruit, in that each disk comes crammed with work. When you're only paying for the disk and postage, this is smart value.

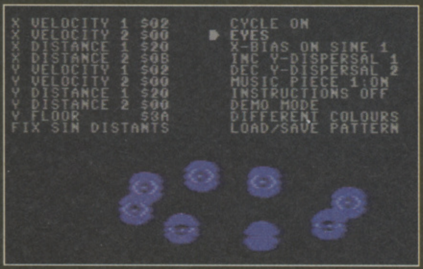


Do you want to send your eyes crazy? Then choose eyes not 3D spheres from the option menu!

DO IT YOURSELF!

Believe it or not, but you can try your hand at demo creating. By using some of the software utilities readily available on the PD scene, you can create your very own demos without coding a thing.

The one shown here offers you a set of basic objects that swirl around the screen. But everything on show can be changed easily and quickly, using a menu system that lets you just click a 'demo' of your choice into being.



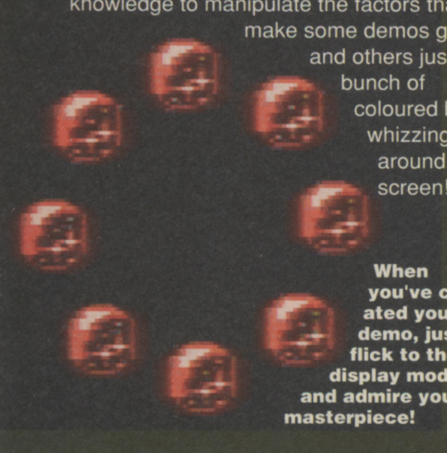
```
X VELOCITY 1 $02        CYCLE ON
X VELOCITY 2 $00      ▶ EYES
X DISTANCE 1 $20        X-BIAS ON SINE 1
X DISTANCE 2 $0B        INC Y-DISPERSAL 1
Y VELOCITY 1 $02        DEC Y-DISPERSAL 2
Y VELOCITY 2 $00        MUSIC PIECE 1:ON
Y DISTANCE 1 $20        INSTRUCTIONS OFF
Y DISTANCE 2 $00        DEMO MODE
Y FLOOR      $3A        DIFFERENT COLOURS
FIX SIN DISTANTS        LOAD/SAVE PATTERN
```

Just click and go. What could be simpler?

The speed of the balls, the spacing between them, the music, the height and the width can easily be altered by using the joystick. You can then just click the menu away and watch what you've created. If you really like your design, it can then be saved out to disk.

Obviously you won't make a demo that changes the world, but it's a fun way to play around. It shows just what sort of weird coding considerations go into making even a simple demo happen.

There are maths aplenty for starters, and although it's not necessary to know what "X-bias on sine 1" means as a term, you'll soon learn what effect it has on your patterns. And you will also acquire the knowledge to manipulate the factors that make some demos great and others just a bunch of coloured balls whizzing around the screen!



When you've created your demo, just flick to the display mode and admire your masterpiece!

A-Z OF DEMO GROUPS

Accuracy, Beyond Force, Blackmail, Bonzai, Camelot, Censor Design (the Wonderland series in particular), Conic, Crazy, Crest, Entropym, Flash Inc., Genesis Projects, Graffity, House Designs, Logic, Nato, Origo, Padua, Pirates, Sense Designs, The Ancient Temple, Cure (The Digital Underground), The Ruling Company, The Voice, Topaz, Traitors, X-Ample, and X-Factor.

COMMODORE FORMAT 9
HAPPY !!!
THE CREDITS FOR

Here's one we prepared earlier! The Powerpack demo as seen on CF9!

Triad's *Red October* uses striking images and music, in pop video style.

excellent; there are some incredible colour effects and wonderful fractals. To explain what fractals are would take the whole of this article, but for those in the know, they generate some 16-colour Mandelbrot, Gaston and Julia sets. (And for the not-so-techie people, we're talking about those pretty swirly pictures loved by ravers and new-age folk.)

Cure (previously called The Digital Underground, or TDU) have, in their latest demo, decided to give some details of themselves - each member of the group has a digitised picture of himself, with some personal data. There are some nine effects in all, and new twists on some themes, so it's certainly worth getting your hands on.

BUT WHW?

So why are there so many groups on the demo scene? Why do so many people spend their free time writing demos?

One reason is that software houses have been known to look at PD disks in order to find new talent, although this practice is no longer as common as it was when Compunet were at their height. Several well-known programmers who have started out in this way include Manfred Trenz (*Turrican 1 and 2*); Markus Schneider (*Rolling Ronny*); and Jeroen Tel (numerous games, including *Turbo Out Run* and *Robocop 3*).

But could there be any other reasons? I asked Entropy's WHW Design (one of their top graphics artists) why he originally decided to produce demos.

"Basically, to get a name for myself, but also to improve on how to use a computer with art." He considers his best work to date to be *The Project Unknown*, "the graphics for that are very nice, with the sword logo and the DYSP."

PRIME MOVER

It would seem, then, that the prime motivation for creating demos is to establish a name for yourself - to build up a reputation for quality work with the disk magazines and get voted for in the charts by the readers.

In this way, the magazines play a large part in the demo scene (although a lot of people voting tend to select those people who are already at the top of the charts).

You can obtain demos either by writing to the swappers in the groups themselves who spread the demos (usually in Europe) or by going to the PD libraries. If you go direct to the swappers, then you'll probably only get the newer stuff, but you'll also get things back - assuming that you have anything to send them.

For anyone new to the scene, I advise starting with a PD library - they'll be able to supply both old and new material.

SIMON COLLIS

HELLO
IKARI
EXCELL

Yes, you've guessed it. This one's cunningly called the Ikari Show. Quite why isn't clear, but it's good, real good.

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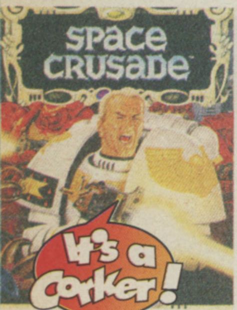

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BACK ISSUES

CF19 KICKING●
Attack of the Mutant Camels, *Aquablasta* and *Sheep in Space* are the full Powerpack games, while *UDG System 2* provides a potent character design utility. *Catalypse*, *Super Seymour* and *Potsworth* provide the Powertest back-up. There's a stunning *Indy and the Fate of Atalantis* preview and an exclusive, exciting and otherwise excellent interview with veteran coder Jeff Minter.

CF20 COME ON DOWN●
Ant Attack and *Mazemania* are the full games, *Bod the Alien* and *Catalypse* are the demos. *Space Crusade*, *Budokan*, *Bonanza Bros* and *Covergirl Poker* get Powertested. Gamebusters blows the *Dizzy Collection* to bits.

CF21 CHUCK IT OUT●
Ancipital and *Southern Belle* are the complete Powerpack games along with demos of *The Addams Family*, *Arnie* and *Euro Football Champ*. *Indy IV*, *Chuck Rock* and *The Addams Family* get the Powertest treatment.

CF22 COD ALMIGHTY●
James Pond 2: Codename Robocod stars as a demo on the Powerpack and as a review. *DJ Puff* is the other demo while *Hover Bovver* and *Agent Orange* are the full games. In the mag *Euro Football Champ* kicks off the reviews section, with *Dylan Dog* in support. In Gamebusters Andy Roberts continues his stunning exposé of *Rainbow Islands* and also cheats *Murray Mouse* to bits.

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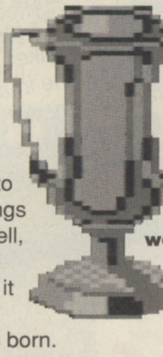
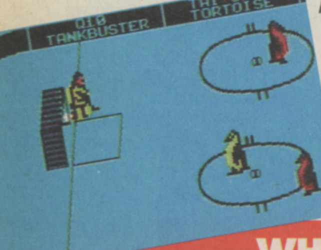
INTERNATIONAL ICE HOCKEY

Dangerous. That's the only word I can think of to describe ice hockey. Oh, and cold as well. So that's two things. But surely there must be more to the sport than that? Well, yes, as I found out.

Ice hockey was invented by Sir Jethro P Landowner in 1720. He was a wealthy man who controlled large parts of the Thames near Teddington. In those days the Thames used to freeze a lot, so Sir Jethro would invite all his peasants to skate about on the ice. To make things more fun, he'd throw a coin on as well, and the crowds, armed with bent sticks, had to fight for possession of it (*sounds like Frames' kind of sport–Ed*). Thus an international sport was born.



Break open the cheap-champagne look-alike. We've won a rather, erm, unusual cup. Hardly worth the effort,



Or rather not, because I just made all that up. I couldn't be bothered to research it properly, as after playing *International Ice Hokey* I had no enthusiasm for the game at all. Canada, CIS, America, Sweden and plucky old Britain are some of the countries you can play in this game, which, for the record, is a sideways-and-above-viewed affair. The pitch (or is it rink?) overlaps the screen, so you only see about a third of it at any one time. It scrolls back and forth, following the puck, and you've got to hammer the fire button to get control of the nearest player to the action.

Basically the whole thing is like a football game, except that the players slide around more.

This is, I suppose, quite realistic, but it's also immensely annoying because if you miss a tackle, you disappear off the other side of the screen before you can turn round. Even worse, if you so much as touch the bottom edge of the screen, your man throws his arms in the air and gets stuck there. You can't even take control of another player for a few seconds, so it's a complete tragedy.

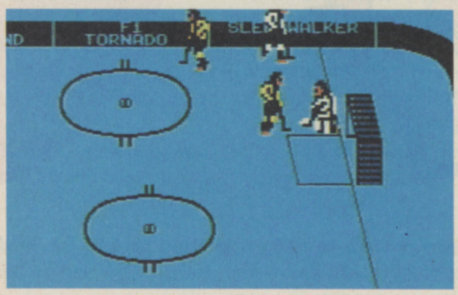
The large Spectrum-like graphics are blocky, crudely-drawn things, that chug around the screen without the grace you'd expect from people on ice. Tackling is difficult, and it's virtually impossible to put together any slick moves because the sliding players don't behave sensibly under your control. It's the sort of game you would have avoided a few years ago, and you'd be wise to avoid it now. Stick to *Skate Wars.*

JAMES LEACH

WHEN THE PENGUINS TAKE OVER

For some reason in *International Ice Hockey*, if you pause then hold down the fire button and the back arrow key, the hockey players mutate into penguins, and continue playing the game. We asked a top penguin expert why this was:

"I'm sorry mate, I haven't a clue. But did you know that there are over 300 different types of penguin? And you'll find most of them at the South Pole. It's a funny old world, isn't it?"



Hey! I recognise that goal-keeper. He was in *Friday the 13th Parts 1* to *3* inclusive.

Game	**International Ice Hockey**
Publisher	**Zeppelin**
Cassette	**£3.99**
Disk	**Unavailable**
Release	**Out now**
Contact	**091 385 7755**

POWER RATING

THE DOWNERS...

- The graphics look so dated they might have been based on cave-paintings from the Mesozoic Era.
- The sliding players are next to impossible to control and therefore very, very annoying.
- Forget tactics. There isn't room and the players just aren't interested in going where you want them to.
- And that goes for tackling, avoiding and generally being skillful.
- Sound effects? Don't even ask.
- Selecting the controlled player is erratic, and if you hit the bottom edge you're stuffed for ages.

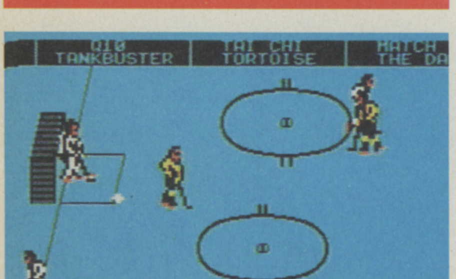
100

34%

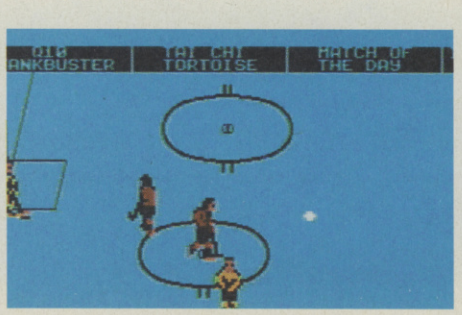
0

- **The eight-team knockout tournament is a good idea.**
- **You can change the colour of each team for extra on-screen clarity.**

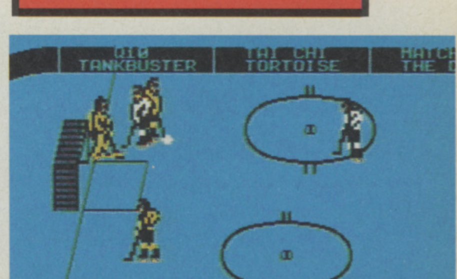
...AND THE UPPERS



Björn Hürfströmqvist, star Swedish striker, blasts at goal and quickly turns away, embarrassed at how blocky he looks today.



Lesson one – how to scare ice hockey players: tell them in detail about the bit on the frozen lake in *Damien: Omen II*.



The White team have lost the puck and the Yellows are rushing with the speed of a sleeping hippo towards the goal (yawn).

Manchester United
RED DEVILS
OLD TRAFFORD

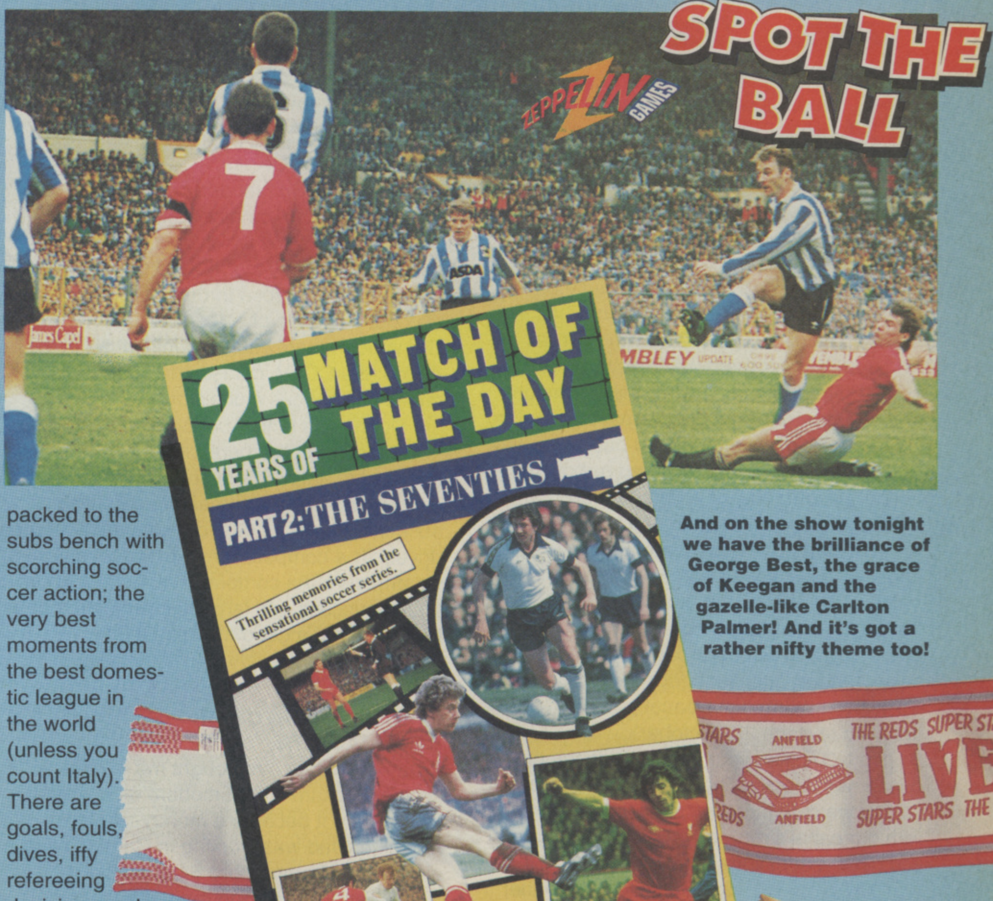
MATCH OF THE DAY COMPO!!!

Are you on the ball? If your X marks the spot you could win a great footie video bursting with classic action from a classic programme.

Zeppelin have captured the greatest TV licence ever! They've managed to talk the BBC into letting them code a *Match of the Day* game! The show has become a document of record, telling of the glory, the glamour and the game that is football! Now the Zeps will immortalise it on tape.

To celebrate this success, and to make sure everybody in the whole wide world knows of the marvellous news, Zeppelin have a fistful of *Match of the Day* videos to give away! In fact, they've actually got 20 copies of these recently-released soccer tapes (*they must have pretty large hands – Ed!*) to lay on *CF* readers.

The tapes come in all flavours, so there's something of interest for every soccer fan. There are *Great Moments of the 60's*, *70's* and *80's*, and terrace loads more! Each tape is packed to the subs bench with scorching soccer action; the very best moments from the best domestic league in the world (unless you count Italy). There are goals, fouls, dives, iffy refereeing decisions and rather impressive bits of skill galore, as the history of the modern game is charted by this classic Beeb show.



And on the show tonight we have the brilliance of George Best, the grace of Keegan and the gazelle-like Carlton Palmer! And it's got a rather nifty theme too!

So how can you win one of these super spiffy soccer specials? Simply spot the ball, that's all! Yes, in the great newspaper tradition we've taken a picture from a real match but removed the ball. All you have to do is mark where you think it should be!

To enter just draw a cross on the picture at the top of the page (or a photocopy of it), put your name and address on it and send it to us at **"Jimmy Hill is a Genius Compo", *Commodore Format*, Future Publishing, 29 Monmouth Street, Bath, Avon, BA1 2BL** by 1 September 1992. We'll pick the 20 most accurate entries and they'll each win a video.

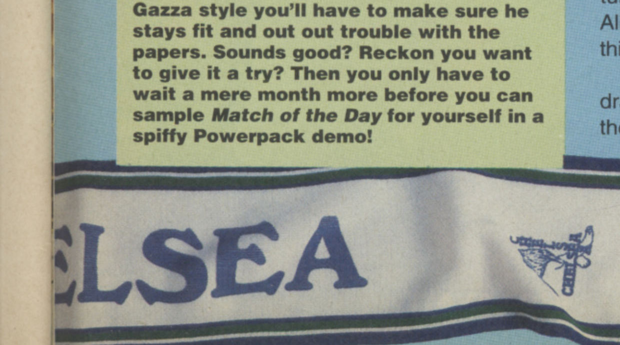
No employees of Future Publishing, Zeppelin or managers of England may enter, and anyone caught doing so will be sent off. The Editor's decision is final and no off-side traps will be entered into.

CAN YOU MANAGE?

How do you fancy managing over 1,500 players? How about keeping an eye on 80 different teams as they compete for both the Championship and the Cup? Well that's the exact experience *Match of the Day* offers *Commodore Format* footie freaks!

As a budding Graham Taylor (*perish the thought – Ed!*) or Alex Fergusson (*that's more like it – Ed!*) you have to watch over your own team as they climb from the lowly depths of the fourth division to the giddy heights of the Premier.

To do this you must continually scour the clubs for that one star player who'll push attendances through the roof and bring goal glory to the club. But in true Gazza style you'll have to make sure he stays fit and out out trouble with the papers. Sounds good? Reckon you want to give it a try? Then you only have to wait a mere month more before you can sample *Match of the Day* for yourself in a spiffy Powerpack demo!



FACE TO FACE

How are games, computer magazines and adverts thought up? Just who controls this multi-million pound industry? And how can you get to ask them questions? It just so happens we can help you out...

Before the 80s there wasn't a software industry. There wasn't a home computer industry for that matter. And as for computer magazines – forget 'em. Now the whole caboodle is absolutely huge. And it's about time you found out what really makes it tick.

So this month in *CF* we introduce seven the top industry bods each of whom has an effect on what you get up to with your 64. And you can ask them anything you like about their jobs, their power, their decisions or their undergarments (well, maybe not). You could ask how to get into their business, why some games don't get released or how to become a journalist or a games-tester.

If you've got more than one burning question, write each one on a separate piece of paper along with your name, address and the name of the person the question is for. Pop them into an envelope and send them to address on the opposite page. We'll then select the top questions (about 10 for each VIP), send them to our panel and printed their answers in issue 25 (October).

Do NOT send your questions to the people concerned directly. The idea is that we do that, so that we can print the questions together with our panel's replies. Oh, and make sure you get the questions to us by 15 July 1992.

So, let's allow our panel introduce themselves in their own words...

KELLY SUMNER

MANAGING DIRECTOR
COMMODORE UK

I've been with Commodore for over 12 years. When I started I was as a tester and de-bugger on the machine which was then taking the computer world by storm – the C64. I switched to the retail side, rose through the ranks, and was put in charge of sales of all manner of Commodore hardware, including the 64, the Amiga, the CDTV, datassettes, 1512 disk drives and various models of PC.

During this time, I became amazed by how much support there still was for the 64. In software sales, it's second only to the Amiga, and last Christmas the shops sold absolutely loads of 64s, datassettes and disk drives. The computer has helped to make Commodore the company it is today. Its continued success and large following just goes to show what a good machine it is!

DAVID DARLING

MANAGING DIRECTOR
CODEMASTERS

When our father Jim bought me and my brother Richard a Commodore 64 it wasn't long before it became a money-making machine. Dad was working in Canada while we had the Commodore 64 at school in Somerset. Returning to the UK he found that we had already written a series of games which we were selling on a mail-order basis through the magazine *Popular Computing Weekly*.

After we completed school, we turned to working as full-time programmers for Mirrorsoft and Mastertronic amongst others. As freelance programmers we were responsible for over 40 games which between them sold in excess of two million copies.

That success gave us the money with which to launch our own publishing company. In 1986 CodeMasters was born. The company launched with 12 titles across all major formats and by concentrating on innovation, product quality and a very low retail price (£1.99), CodeMasters established itself as the number one software publisher in the UK in its first year of trading.

I believe the secret is working like hell and knowing that whatever you put your mind to can be achieved. And the next part of CodeMasters' domination plans? Well, Japan looks like it could do with a bit of CodeMasters' magic...

KEN LOCKLEY

PUBLIC RELATIONS EXECUTIVE
OCEAN

I started working at Ocean nearly two years ago in the Technical Department. Also known as Quality Control, it's more commonly referred to as Games Testing to people like you and me!

After about

KEN LOCKLEY IAN STEWART DANIELLE WOODYATT DAVID DARLIG

Commodore FORMAT
FACE TO FACE
FUTURE PUBLISHING
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10 months of serious games-testing, I was offered the job of Software Public Relations, which I still do today.

The Software PR job entails travelling around the country visiting the various magazines. It also includes trips to appear on television shows (such as *Gamesmaster*) and the occasional radio programme. In fact, it covers everything to do with the PR for Ocean games. It's a very exciting job and you're always on the go. There's no time to pause because everything in the industry moves so fast. You have to shoot off across the country at a moment's notice to see a magazine or TV company.

The fact that I'm so busy might have something to do with Ocean being the World's largest independent software company! But it's remained a very close company, and feels like one big family!

DANIELLE WOODYATT

PUBLIC RELATIONS MANAGER US GOLD

My life before US Gold was rather dull. I was a mere fashion buyer for a top-end clothes design house. The job was basically selling trendy street-cred gear that kids would sell their Commodore 64 for. Tedious, eh?

I left the fashion business to join US Gold (the number one UK publisher), and took over the exciting and demanding role of Public Relations Manager

The job is all about maintaining a corporate image for the company in the eyes of the general public, the trade and the press (which, of course, includes *CF*). I have to speak to all the UK and European computer magazines, ensuring effective regular editorial exposure for US Gold games, and even getting the best ones featured on the covers.

I also arrange competitions, hold PR launches for new games and visit the various publishing houses to present the latest US Gold stuff. It means having to wine, dine and generally remain on good terms with the computer journalists, which is a lot of fun. But, of course, it's also hard work. Shows, events and exhibitions are incredibly tiring, and you've got to be on form the whole time.

Overall, though, it's a great job in an exciting, fast-moving young industry. I wouldn't swap it for anything!

GREG INGHAM

GROUP PUBLISHING DIRECTOR (LEISURE DIVISION) FUTURE PUBLISHING

I was formerly the editor of *CTW* (*Computer Trade Weekly*) and joined Future in 1988 as publisher of *New Computer Express*, *Amstrad Action* and *ST/Amiga Format*.

And what is a publisher? A publisher is ultimately in charge of each magazine, and is the guy the editors go to with problems, proposals and other points. As well as making major day-to-day decisions about existing mags, the publisher also sets ups launches. For example, I decided to launch *Commodore Format* because I could see the need for an excellent C64 mag. I was also in charge of who to hire for the magazine, and I control all aspects of magazine finance.

I am now a Director of Future Publishing, and I head the division that publishes *Commodore Format*, *Sega Power*, *Amiga Format*, *ST Format*, *Total!*, *Amiga Power*, *Your Sinclair*, *PC Format* and *Amstrad Action*. All these magazines are market leaders. In fact, if you've got a computer or console, I've got a magazine for you.

IAN STEWART

MANAGING DIRECTOR GREMLIN GRAPHICS

I'm the Managing Director of Gremlin, which is one of Europe's premier software publishers. Since 1984, when we started, we've grown phenomenally. Games like *Hero Quest*, *Lotus Turbo Challenge* and *Space Crusade* have really made us popular with Commodore 64 owners everywhere!

About a dozen people work for the company permanently, but loads of programmers, animators and musicians contribute to each project. While they beaver away on the code, a design agency will work on the packaging. A central illustration is decided on, and slowly the whole project comes together. When there's enough to show, we send out preview versions to the magazines which start generating interest in our product. Plenty of advertising is placed, and, when it's finished and been reviewed, everybody sees the quality of the release, it's snapped up and rockets into the charts. It really is a great industry.

We've supported the 64 in the past, and have released some excellent games for it, so it's a good friend of ours. Of course, the market has changed in the last few years and the Amiga has taken over as the new 64. But when we received the hundreds of coupons cut out of *Commodore Format* proving that 64-owners want *Nigel Mansell* to appear on their machine, we realized just how many dedicated fans of the computer there are. So the game will be out for the Commodore 64 in the next few months.

JEFF MINTER

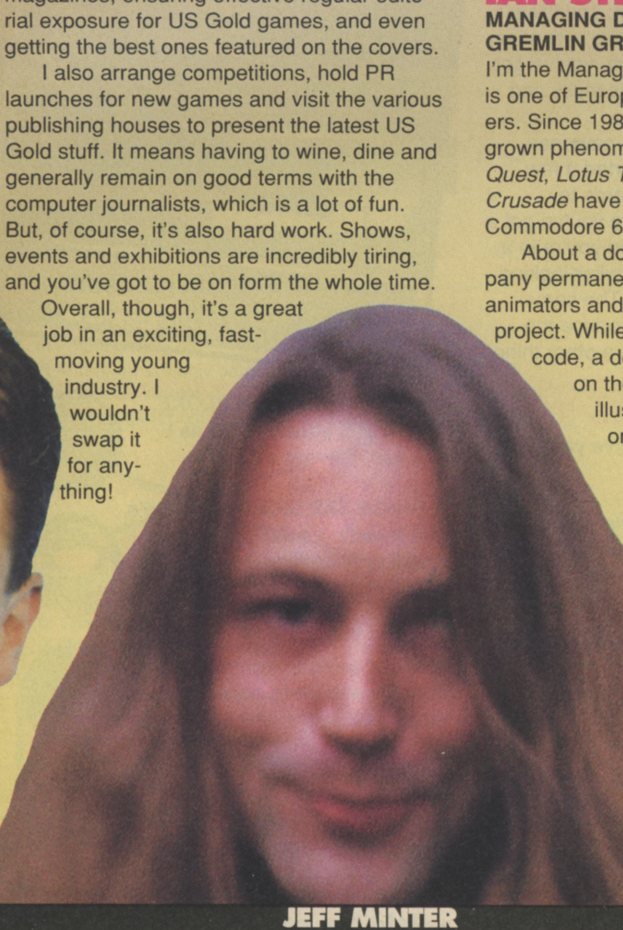
PROGRAMMER AND DIRECTOR LLAMASOFT

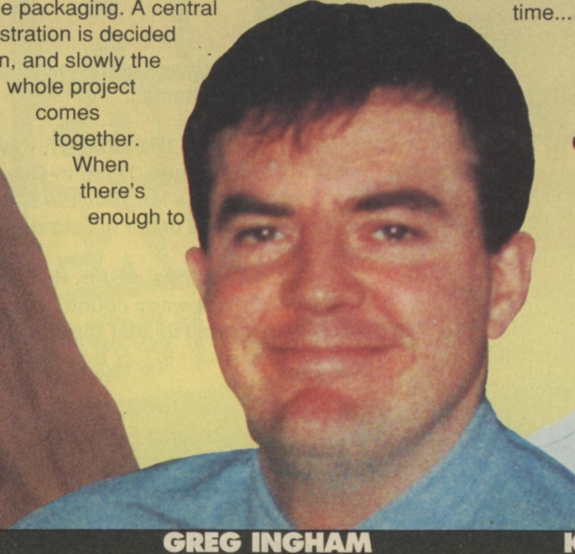
I'm a fairly tall, fairly thin 30 year-old programmer living with two sheep and a strange Siamese cat in Wales. I started programming around 1979 on a Commodore PET – a large clunky machine with monochrome graphics that was the direct ancestor of the C64. I started writing at 6th-form college, and I soon realized BASIC was too slow to write proper games, and so learned 6502 machine code.

The first computer I owned was a 1K ZX80, followed by a ZX81, a Vic20, a C64 then a pile of others. Llamasoft started in 1982 and the first game we sold was a *Defender*-style zapper for the Vic20 called *Andes Attack*. On the 64, I've done *Attack of the Mutant Camels*, *Gridrunner*, *Laser Zone*, *Hover Bovver*, *Revenge of the Mutant Camels*, *Sheep In Space*, *Matrix*, *Ancipital*, *Batalyx*, *Iridis Alpha*, *Return of the Mutant Camels*, *Colourspace*, *Mama Llama* and *Void Runner*.

When not writing games I relax with a console, but I still sometimes get out the 64 and play the old classics. I'm continually amazed by the speed of technological progress in computers: the system I'm currently writing a game on has 16,000 times the memory of my first computer. I look forward to releasing a Virtual Reality edition of *Revenge of the Mutant Camels* in about 10 years' time...

ARLING


JEFF MINTER


GREG INGHAM

KELLY SUMNER

For centuries, people have bashed each other in the head with heavy things. Now there's a historical game about it.

James Leach nurses his throbbing loaf and investigates...

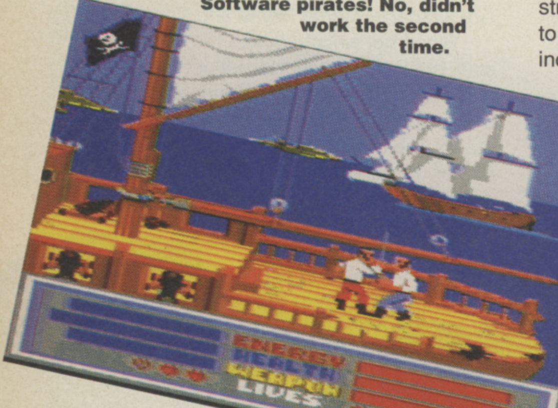
MILLENNIUM WARRIOR

Have you seen the film *Highlander*? It's about a bloke who doesn't die, but keeps fighting another bloke down through the centuries. It's completely excellent – get to see it on vid if you haven't already.

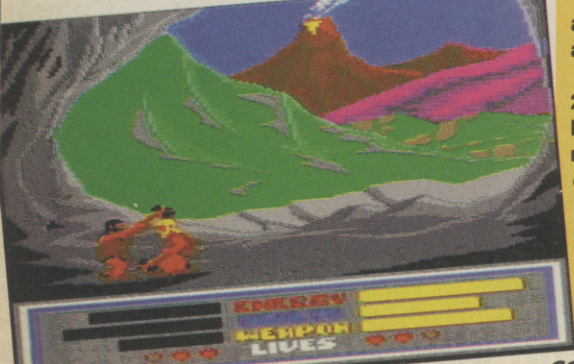
Millennium Warriors has got a pretty similar plot. You play a special character who can zip around in time. The game has contains loads of details about who he is, why he's there and what he's fighting for, but they don't appear to have been thought out particularly well. Either that or they've deliberately been written to provide a bit of amusement while you wait for the game to load. It's filled with 'the axe of Strin' and 'the mountains of Grog'-type fantasy, but you can forget most of this, as you don't need to know the painful details.

The game is divided into five eras. These are arranged in chronological order, so the earliest period occurs first. It's the caveman era, and you are transported in a weird little spacecraft to a cave somewhere on an ancient, dinosaur-infested continent that used to float around this great planet of ours.

Software pirates! Hee hee. What a great gag that was. In fact, I'll say it again. Software pirates! No, didn't work the second time.



If you do fight someone in a cave always wear a crash hat!



So you're in a cave. There's another bloke in the cave with you. You're both armed with these 'axe of strin' things, and you start advancing towards each other. Only a major miracle can prevent violence. Guess what? A miracle doesn't happen and you start clubbing seven bells out of the other guy. He, of course, does the same to you.

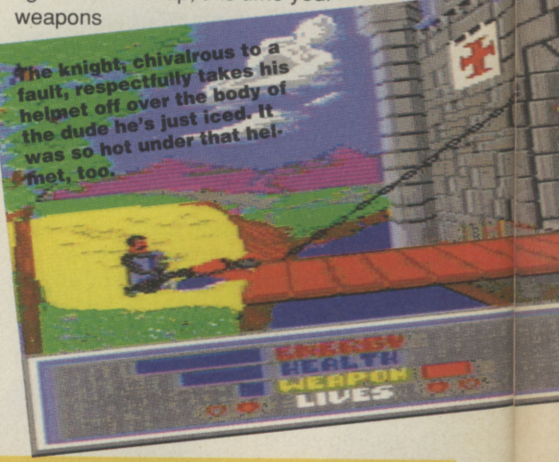
There are several types of violence you can do; head shots, chest swipes and low leg-breakers are just a few. Of course, the enemy fellow can do all these to you, so luckily you've got some blocking shots as well. Doing the same moves without the fire button held down has the effect of parrying the blows, but you have to guess accurately where the next swipe is heading.

You've got three power bars which go up and down as the fight progresses: there's the energy bar which goes down the more you move around; there's the health bar, which goes down every time you're hit; and there's the weapons bar which decreases with every strike you make. If it gets to zero, you've got to fight on weaponless. Which is tricky and indeed dangerous.

If you get through the caveman level, you're transported a few thousand years forwards to Mediaeval times. Here you've got a sword and armour, and you're in a similar battle with a familiar-looking chap on a drawbridge. The same moves of the joystick produce the same blows, but there are other things to consider, like the range of the sword and the strength of the shield.

Win that one and you get thrown into an Arabian flying carpet battle. Hovering over a rather pretty Middle Eastern town, you blast firebolts at the other guy. You can move in eight directions, rather than the two you've been using up until now, and you can even wrap around the screen. It's more tactical, it's tougher and it involves a lot of quick joystick tricks to get into an attacking position.

Right. You've knocked the other dude off his carpet. Now you fly through space once more towards the time of the Spanish Main. You're on board a galleon which is billowing along the high seas (well, not moving at all, really). You can climb the rigging, run along the rails and generally hide rather a lot as you fight another chap; this time your weapons


The knight, chivalrous to a fault, respectfully takes his helmet off over the body of the dude he's just iced. It was so hot under that helmet, too.

HIGHLANDERS TOO

Ladies and gentlemen. I give you, the combatants...

1. KEVIN THE KNIGHT. Kevin likes swords, Three-in-One oil and using a long stick to scratch any itches under his armour.

2. ABDUL THE ARAB. He likes living in a warm country and not having to MOT his flying carpet.

3. COLIN THE COWBOY. Doesn't seem to appear in this game. Strange, that, so we'll skip on to...

4. GARY THE GREEN BLOKE. Er, not in it either, as far as I can see. So who's next?

5. SIMON THE SPACEMAN. He's into invading solar systems, drinking milkshake and talking in high-speed machine code.

6. PETE THE PIRATE. His hobbies are ships in bottles, bottles in ships and sleeping in gutters.

7. CHRISTOPHER THE CAVEMAN. He doesn't have hobbies, he doesn't have interests and he doesn't wash under

Oh no! How am I going to shift these awkward blood-stains without the boil-wash? Oh, thanks for throwing me that useful doily!

are long, pointy swords. It's far quicker and less cumbersome than the heavily-armoured knights, and it's a different kind of combat altogether (altogether: "It's a different kind of combat!").

Get past this and you're laughing because there's only one more challenge to face: the mighty space battle. Surprisingly, this involves two blokes slugging it out with laser beams in an eight-way scrolling space setting.

The fighting sequences are all well achieved, with excellent animation and clear graphics. All the moves you've got are neat and precise, and basically it's a good fighting game. The only problem is that there isn't enough variety. You're supposed to learn tactics from the battles throughout time, so that you're fully prepared to beat the spaceman at the end, but it's more like just chopping your way past five semi-tough guys.

All the same, it's jolly amusing in two-player mode and with all the collectables you can find, there's a wee bit of strategy involved too. But only five battles is a bit stingy, and all the pretty text boxes and spacecrafty bits don't make up for it. It could have been better.

JULY 23

JAMES LEACH

Game	**Millennium Warriors**
Publisher	**First Star**
Cassette	**£10.99**
Disk	**£14.99**
Release	**Out now**

THE DOWNERS...

- Each battle is pretty much the same as the last one. There's no real variation in the gameplay at all.
- And there are only battles and five baddies in total.
- The computer could do with

100

67%

0

- **Excellent backgrounds add a cartoony feel to the game.**
- **The sprites are well-drawn**
- **The animation is superb.**
- **Loads of collectables.**
- **Two-player option is an immense amount of fun, especially when you're winning.**
- **Sound effects are sharp and not at all irritating (unless you've been playing for hours).**

...AND THE UPPERS

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- HOW MANY YOUNG ONES WERE THERE?
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- WHAT SORT OF ANIMAL IS SONIC?
- WHAT IS THE NAME OF NINTENDO'S HAND HELD GAME?
- WHICH COMPANY MAKES THE MEGADRIVE?

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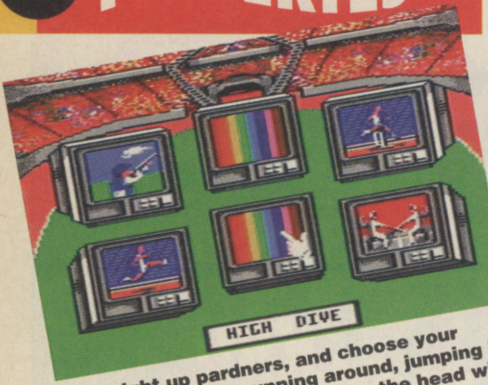
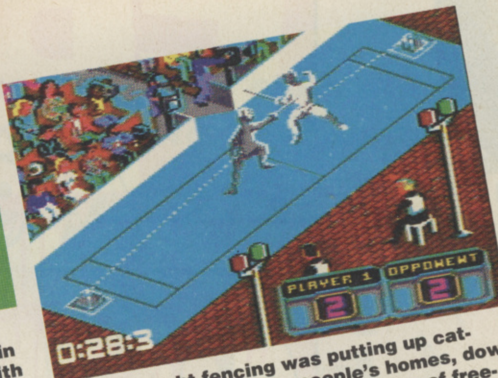
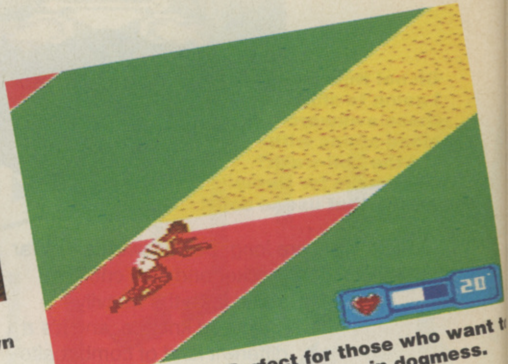


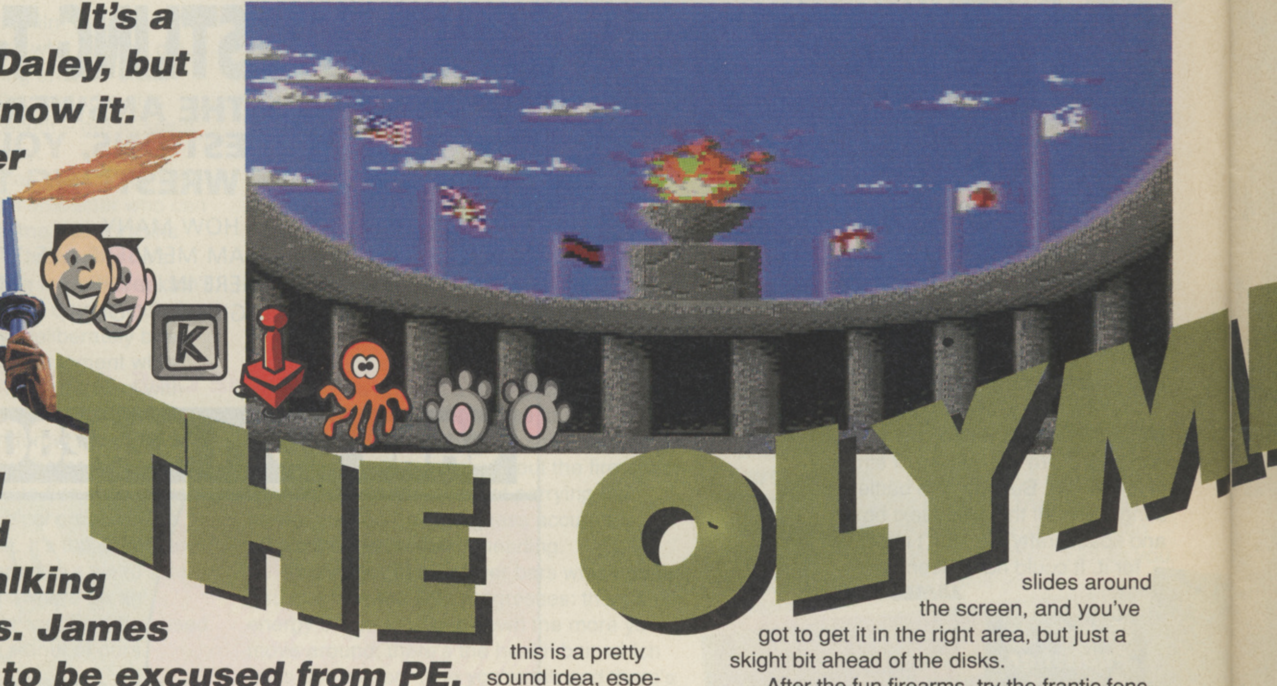
Step right up pardners, and choose your events. Shooting, running around, jumping in water and whacking people on the head with sharp prongs. It's all here.



And I thought fencing was putting up cat-proof barriers between people's homes, down the estate. Or am I thinking of free-lance ice-skating?



The triple jump. Perfect for those who want t cross a park without stepping in dogmess.



THE OLYM

It's a decathlon, Daley, but not as we know it. Five summer sports, a six month gap, then five winter sports. You need to be an all-round athlete, and we're not talking Geoff Capes. James Leach fails to be excused from PE.

Global warming has thrown the seasons into total disarray. Nobody knows whether it is day or night, summer or winter, raining or slightly overcast but possibly clearing up later. Out of this maelstrom comes a game that can cope.

It's called *The Olympiads* and is a double-pack game for all seasons. The idea is that because both the *Summer Olympiad* and the *Winter Olympiad* are getting slightly long in the tooth (getting near to Janet Street Porter proportions, in fact), bunging them together and flogging them during an Olympic year would give them a whole new lease of life.

You've got to admit, this is a pretty sound idea, especially when everyone's got Barcelona fever.

Right. Let's start with the *Summer Olympiad*. You get five challenging events to master here. So shall we wander along and have a look at the first, diving?

Here your man stands, petrified, at the top of what looks like a 200-foot drop into a rather small pool. When you're ready, he leaps off into the stratosphere. As he plummets, you've got to twiddle the joystick around at an enormous rate in order to do the turns, flips, wobbles, somersaults and other nonsense which impresses the judges.

Downhill takes the Outrun approach, but you have traded in your shiny red motor for two planks of wood that have been nailed to your feet.

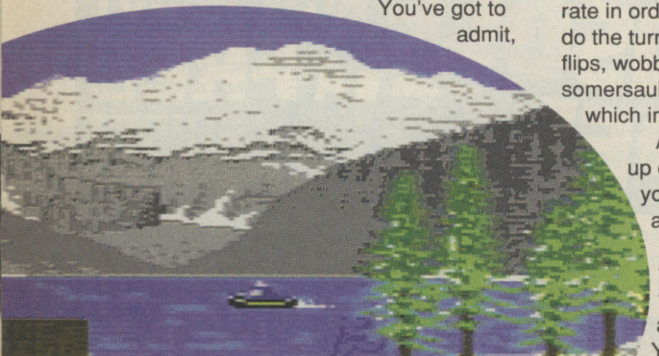
After you splash in, the jury holds up cards with the ratings on them, and you retire to see your score (and attend to your nosebleed).

Next up, skeet shooting. I used to think skeet were wild birds, or little foxes or something, but apparently they're clay frisbees. You get two barrels of shot to blast into the sky at them, and direct hits rake in the points. It's a rather nice 3D section, this. There's a crosshair which slides around the screen, and you've got to get it in the right area, but just a skight bit ahead of the disks.

After the fun firearms, try the frantic fencing. You step out on to a sort of squash court thing, dressed stupidly in a weird suit connected to a buzzer. If your opponent hits you with his sword (*they're called epées – Ed*) then the buzzer goes off and you lose the point. You end up swinging your blade around like a lunatic, trying to stop your foe from prodding you in the chest. It's hardly the skillful approach as the judges want to see, but it's effective. With luck you might even slash through your opponent's mask and hack his nose off as well. Max points!

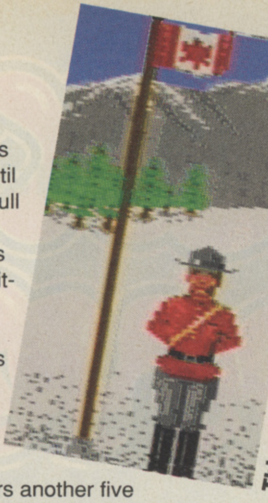
Now it's time for hurdling. By now you won't be feeling like jumping over a load of hurdles, but it'd be rude not to, so off you go. It's a timing-related sort of waggler, this event, and you've got to keep concentration because it only takes one slip and you're tangled in a hurdle, then lying on the floor waiting until an ambulance arrives.

Finally in the summer event programme is the triple jump. This always looks dead ridiculous when you see it on the telly. I mean, who in their right mind needs it? It's not as if you often jump over three sets of electrified railway tracks, or three closely-



I'm out of breath, I've skied three miles and you want me to shoot accurately! Can't I use this grenade I brought along? Please?

PIADS



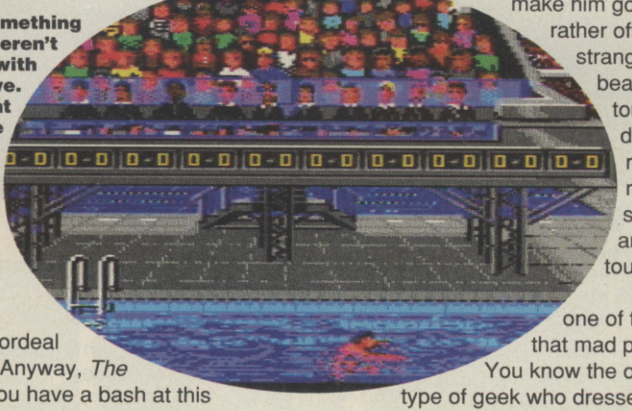
This mountie seems to have lost his man.

spaced canals. Anyway, in this event you've got to waggle until your little fellow is running at full tilt, then time the jumping, bouncing bit so that he flies as far as possible, pedalling his little feet as he goes.

And that's it for the summer games. Each event works well, and there is mucho fun to be had from all of them, especially the shotgun and swordfighting events.

The *Winter Olympiad* offers another five bone-breaking sports: bobsleigh, slalom, downhill, biathlon and ski-jumping. Playable as either single events or a tournament, they allow up to six sports fans to waggle their arms off in the fight for the gold gongs.

Ski-jumping is the human race's second most stupid sport (after the triple jump). You stand at one end of a long ramp, slide down it, hurl yourself into space, and then you aren't judged on the distance but style! Isn't living through such an ordeal reward enough? Anyway, *The Olympiads* lets you have a bash at this terror trip. It's more *Dick Tracy* than *Rainbow Islands*, but it ain't that bad.



Hmm. Something tells me they weren't too impressed with that last dive. Zeros right across the board, eh? Next time I'll land on the judges.

The first view's impressive, as the ramp trails off into nothingness ahead, but that's more for show than anything else. Then it switches to a side view, where you guide your brave young skier (or was that sucker?) gently towards the ground – or not, as the case may be.

Downhill takes the *Outrun* approach, but you have traded in your shiny red motor for two planks of wood that have been nailed to your feet. The aim is to survive a high-speed run through the trees and over the fallen logs. Steering by a goggle-o-meter at the bottom of the screen, you must guide your boy over, under and between obstacles to the base of the mountain in least possible time. Hit a conifer and you don't get another chance, so caution should win the day – but never does!

Slalom is a weird beast of a game, setting you the task of negotiating a series of coloured poles in the shortest possible time. Fine, you may think, but because your man is at such a strange angle on-screen all the controls seem to be in the wrong place – yanking the joystick to the left doesn't make him go left, but rather off on a strange diagonal bearing! It's a tough test, and despite being rather small, requires some deft and skillful touches to win.

Biathlon is one of those sports that mad people do. You know the ones, the type of geek who dresses in a yellow lycra and runs up small mountains carrying pianos. Biathlon isn't quite that daft, but is working on it! The aim is to waggle slowly but surely around a track and then stop every now and again to shoot at some targets. You can't exactly describe Biathlon as the most exciting sport, but as simulations of someone skiing 30 miles and then shooting at 15 targets go...

The bobsleigh is the only method of transport for the seriously suicidal. Leap into a metal buggy and blast down a flume of ice, steering and braking until you either reach the end, fall out or mess up big style. It's fast, it's fun and it's potentially fatal; bobsleigh is the best of the *Winter Olympiads* bunch.

None of the events stand out for the right reasons, but few stand out for the wrong ones either. Many don't even register on the interest scale at all, which is a shame, as a lot of effort has obviously been put into the programming.

JAMES LEACH

Game	The Olympiads
Publisher	Microvalue
Cassette	£10.99
Disk	£14.99
Release	Out now
Contact	0661 860260

POWER RATING

THE DOWNERS...

- ■ Very few of the events have any real personality or excitement!
- ■ Loads of disk swapping andd a massive multi-load to endure!
- ■ It's all just a case of waggle, waggle and waggle again.
- ■ And let's be honest, it's about four years too late!

100

62%

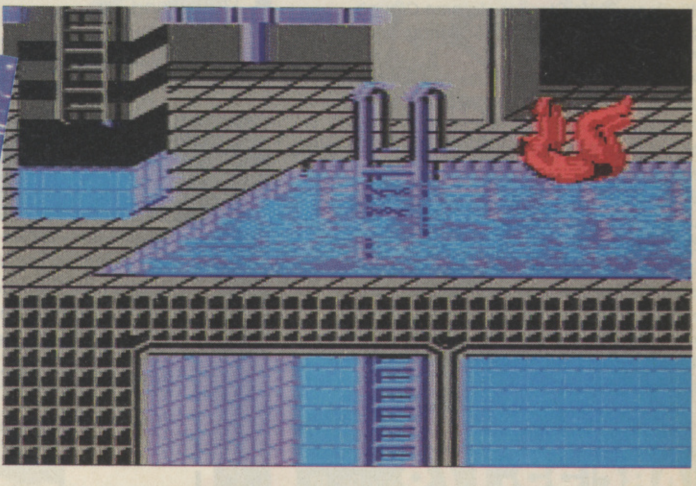
0

- ■ **A total of 10 pretty varied sports to try out and fail at!**
- ■ **Lots of 'minority' sports.**
- ■ **Good graphics give great atmosphere.**
- ■ **Gaining a gold for your athletic prowess is feasible even first time out.**
- ■ **Refreshing variety of perspectives and views.**
- ■ **Solid sporty compilation.**

...AND THE UPPERS

5
F
SPEED
0
60
ELAPSED TIME
0:09"5

"We're in the pipe five by five". I haven't got a clue what that means but they said in *Aliens* and it sounded dead hard!



He dives gracefully from 200 feet, only to realise halfway down that the water has been drained out of the pool, and has been replaced by rusty tin cans and old razor blades (gulp).

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NEXT MONTH

BETTER OR VERSE?

So what's happening in *Format* 24?
All the usual, and then some more.
For starters there's an smart adventure feature
Detailing styles, classics and 'orrible creatures.
The full *Famous Five* game Is on the tape,
It's a brill' adventure, so you'll go ape,
And be completely unable to stop
Exploring caves and drinking pop.
The *Cool Croc Twins* will be there too,
Demo'ing their new game, just for you.
There will be reviews, charts, previews, features galore,
Yes, all the above and much, much more.
So remember Commodore fans, it's a must
To bag your copy
early
on 20 August.
(*Go back to writing the birthday cards - Ed!*)

CATHY'S CAKE CORNER!

Now it's time to break the sad news that Cathy Parnham is to leave the *CF* squad. Now, Cathy wasn't just a good sub (the peep who checks all the spelling) but she also made exceedingly spiffy cakes. So as a parting gift we persuaded her to share her culinary secrets with us a lá Cathy's Chocky Cake!

PREPARATION TIME: 30-40 mins./COOKING TIME: 40 mins/OVEN TEMP: 180°C, 350F, gas 4.

INGREDIENTS: 100g plain chocolate broken into pieces, 300 ml plain milk, 225g self raising flour, half a teaspoon of baking powder, 100g of butter/margarine, 100g of soft brown sugar, 2 eggs (separated).

Place the chocolate and the milk in a pan and heat gently, stirring until melted. Sift the flour and baking powder together. Cream the fat and sugar until light and fluffy, then beat the egg yolks in one at a time. Fold in the flour mixture, then add three quarters of the chocolate milk and beat until smooth. Stir in the remaining chocolate. Whisk the egg whites until fairly stiff, then fold one tablespoon into the chocolate mixture to lighten it. Carefully fold in the rest. Turn into two lined and greased 20cm sandwich tins and bake for 40 mins or until the cakes spring back when lightly pressed. Cool on a wire rack. Use a filling of your choice to sandwich the cakes together.

INDY IV COMPO WINNERS!

These lucky 15 have won the spiffy Lucasfilm luggage. Who you are and what you've got is as follows: **Hip Packs** – Michael Sharkey, Cheshire • Russell Guppy, Bognor Regis • N Wimbledon, Hadleigh • Matthew Palmer, Larkhall • Stuart Byng, Woolescote • DM Broughton, Scunthorpe • Philip Burgwin, Birkenhead • Lee Goodwill, Whinmoor • Steven Twelvetree, Glinton • Name not supplied, Pill (Gwent) • **Back Packs** – M Bucks, Stevenson, Ayrshire • E McKenna, Ardler • Mark Nash, Gravesend • **Barrel Bags** – A Chisholm, East Sheen • Naomi Raymond, Edmonton. Well played, well written and uh, well, that's it! The bags are on their way.

ARGGGH! I KNEW THAT!

Last month's little answerettes were: *Beverly Hills 90210, NCC 1701, Number 5, THX1138, Number 6* and *42*! Easy or what? Now this month's going to be far, far tougher as it's on novels. All you have to do is work out who wrote the following books: *A Catcher in the Rye, Dispatches, Slaughterhouse 5, Wuthering Heights, The Difference Engine, Gulliver's Travels, Ancient Evenings* and *Lord of the Flies*? There are no prizes and no entries – we only asked for a bit of fun.

THE OUTER LIMITS

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the September issue, on sale from Thursday 20 August 1992. Ta very much!

MY NAME____________________________

MY ADDRESS__________________________

Picture the scene. A warm summer's day somewhere in Britain. A C64 owner walks into his newsagents and asks for *CF*24. Unknown to him a alien spaceship has just whisked all the copies from the shelf to feed their Queen. If he had filled out the form opposite and handed it to the newsagent, he would not have entered – THE TWILIGHT ZONE!

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CREATURES 2

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CRAZY, HILARIOUS AND VERY, *VERY* SICK!
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Can he prevent them from mashing, frying, chainsawing and melting his beloved Fuzzikins?

The original was whacky, zany, cruel and fun — this is mad, bad, frenetic and seriously over the top!

'Even better than the original'
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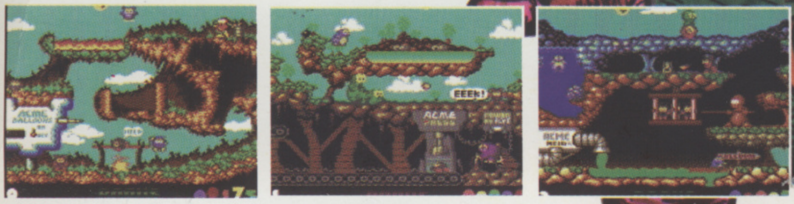

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Out Now!

ICE COOL FUN!
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Eight frosty levels of mayhem test Rescue Ranger Max — can he save the winter wonderland...?

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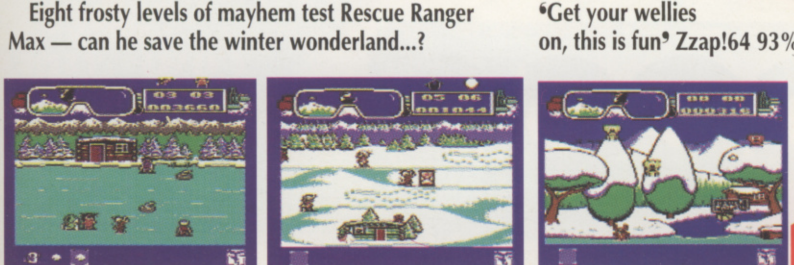
'Get your wellies on, this is fun' Zzap!64 93%



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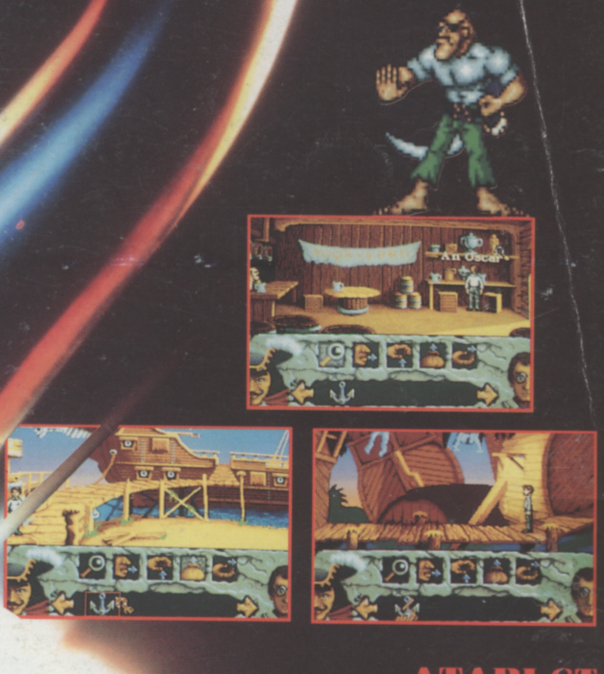

PETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

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